

INQUEST GAMER 52 URZA'S DESTINY TOP 10 • POKE-MANIA • PHANTOM MENACE CHARACTERS • CHEAP MAGIC TRICKS • EVERQUEST MAP GUIDE

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EVERQUEST



MAGIC: URZA'S DESTINY



STAR WARS RPG



\$4.99 USA • \$6.95 CAN

AUGUST 1999

AUGUST 1999



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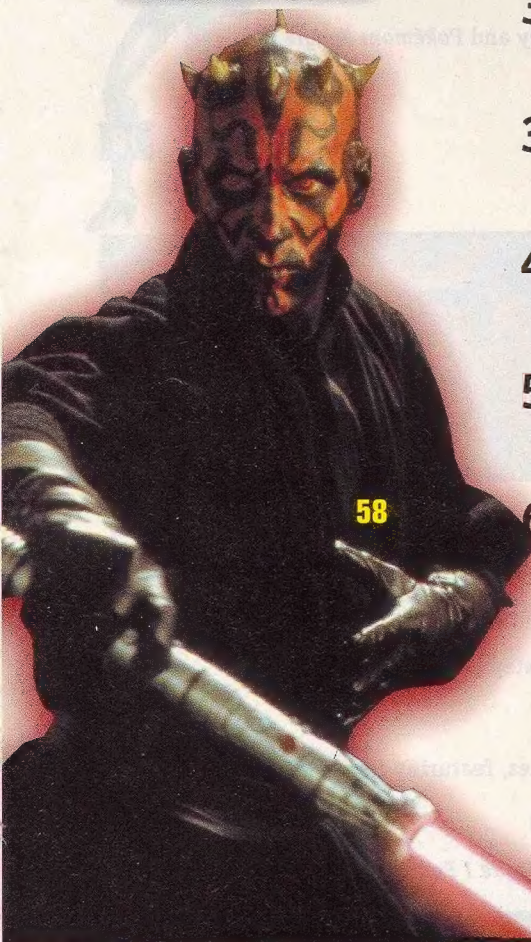
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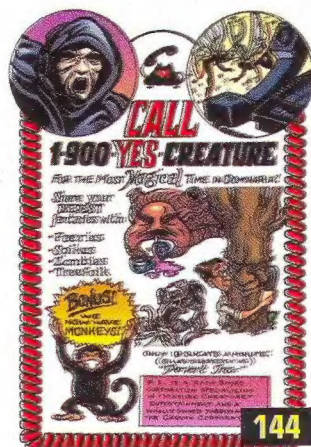
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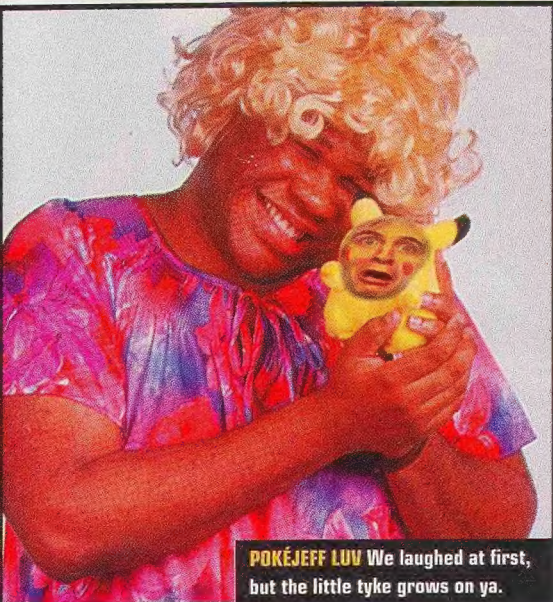


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CHICKS DIG PIKACHU



POKÉJEFF LUV We laughed at first, but the little tyke grows on ya.

Imagine you're chowing down on a piece of German chocolate cake. The rich frosting clings to the roof of your mouth, and the moist cake glides down your throat. You reach for a refreshing drink to wash it down, taking a big swig of... *clam juice*? That's kind of how we felt when the first wave of *Pokémon* cards showed up in our office last November.

Here were these sickeningly cute beasties imported straight from Japan. We thought of Teletubbies, Beanie Babies and Tickle-me-Elmo. But *Pokémon* was the hottest card game Japan had ever seen. In two years, it sold over 400 million cards. 400 million! And now that Wizards of the Coast was readying the release of the English translation of the game, we had no choice but to cover

it. Would it be as popular in the States as it had overseas? God, we hoped not.

We scoffed at the energy symbols that looked disturbingly like mana symbols, musing at the irony that WotC had paid for the license to print this game. We chided the simple mechanics and laughed at names like "Squirtle" and "Magikarp." We joked about changing our name to "*InQuest for Kids*" and the potential for seizure-inducing hologram cards.

However, when we finally we set aside our ridicule long enough to actually play the game, something amazing happened. We liked it. There was something captivating about this easy-to-learn game. It wasn't just another *Magic* knockoff. Our *Pokémon* lunch breaks turned into two-hour affairs as we kept coming back for "just one more game."

And we soon discovered the most wondrous aspect of this game. Not only would our girlfriends and wives let us teach them how to play—they actually wanted to play, a far cry from trying to get them to play games like *Rage* and *Vampire*.

So here we are eight months later and *Pokémon* is hotter than ever. And despite our jabs and laughter, its presence in these pages has become prominent. If you haven't tried *Pokémon* yet, you're missing out. Sure, it doesn't have the strategic depth of *Magic*, but it also doesn't have timing conflicts, errata or banned cards. Laugh if you want, but I'm sure glad I have all those extra *First Edition* Charizards.

Jeff Hannes, Games Editor



masthead

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BLIND BRANDON... PEEPING MYRON... & VINNY BARBARINO...

The worm is dead. I flushed my pet worm-like-critter, Weedle, a couple days ago. I think he stayed up too late playing worm roleplaying games—which involve a lot of burrowing and not much else—and died of boredom. It was a sad couple of seconds watching his lifeless carcass swirl around the bowl. But I'm happy to say that it's never that boring here at IQ HQ. People are always writing interesting letters. People like Bart Munroe, from what looks in very messy handwriting to be "Hooterville, Ky.," who said simply: "You suck." Kinda rude, don't you think?

Then there was the guy who pleaded for two paragraphs about how his life-long dream was to get his letter published in IQ Gamer and how he'd do anything to fulfill this dream. Then he signed his letter "Anonymous." Kinda dumb, don't you think?

My favorite was the kid who kept dialing 1 (800) IT-SUCKS to order an Urza's Legacy Scrapheap card as mentioned in IQG #48 but couldn't get through. He wrote us to ask if we had another number. Kinda clueless, don't you think?

TOO MUCH TIME ON HIS HANDS

If I had a Sliver Queen, Ashnod's Altar, Coat Of Arms, Crystalline Sliver, Horned Sliver, Heart Sliver, Victual Sliver and a Heart Stone in play, and I paid two mana for two 7/7 slivers, then sacrificed them to Ashnod's Altar for four mana then got four 9/9 slivers and kept doing this till I had several billion billion/billion slivers, then sacrificed one million to Ashnod's Altar to pay the cost of using the Victual Sliver's life-gaining ability and sacrificed 2 million to him so I was at 4,000,020 life, then immediately attacked with 5 million of them using the Heart Sliver's haste ability, is there any way for my opponent to win?

*Jeremy Binghamville
Kosciusko, Miss.*

Yes. Under these exact circumstances, the DCI has ruled that your opponent may strike you repeatedly over the head with a mallet, drop an anvil on you, then tie your limp body to a large firecracker and send you into orbit.

FLAVOR FAVOR

Can you find out about the quotes on *Magic* cards, like "Some knights will not follow orders, only disorder." Who writes them?

Who edits them? And who judges them fit for a certain *Magic* card?

Also, is it okay to think oneself a divine deity?

*Shane Montello
Marlow, Okla.*

According to Wizards of the Coast spokespoobah Kristine Szarkowitz: "Flavor text is written by a team of six to 12 authors (depending on the size of the set) who are each given the new cards' rules and all the story information. Their submissions are reviewed and edited by a selection team that includes reps from Magic Continuity, Editing, Rules R&D and Book Publishing. The Continuity Department drives the process and is technically the final judge of what fits and what doesn't, though each of the departments mentioned (along with Magic Brand Management) also have a say."

It's not okay to think of yourself as a god, unless you have god-like powers. Do powerbolts shoot from your fingers? Do energy beams emanate from your eyes? If so, then you can call yourself divine. Thunder and lightning shooting out of your butt after lunch at Taco Bell doesn't cut it.

THE TRUTH ABOUT SPELLFIRE

In almost every issue, you seem to slam

PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to IQPenPals@aol.com or mail it to us at: **I.Q. Pen Pals,**
% InQuest Gamer, 151 Wells Ave.,
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SUE LOPES

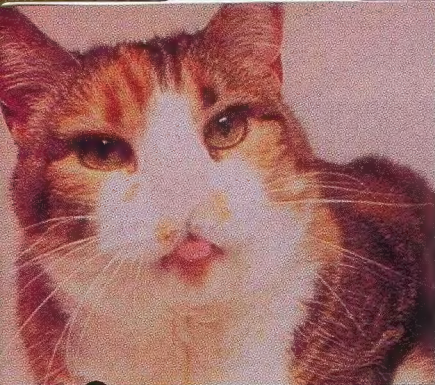
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Likes: *Magic, Vampire:
The Mesquerade*



Kitty Letter

the **LETTER of the MONTH** as chosen by COW NOSE, the 50-pound cat

Seeing that there's an opening at *IQ Gamer*, I would like to submit my resume. Here are my credentials:

1. I should have a high school diploma real soon.
2. I have a vast collection of worthless CCG commons.
3. I constantly have to reorganize my back issues of *IQG* and *Spam Collector* magazines.
4. I have a 100 pound dog.
5. I have a large collection of Atogs... No wait. Actually I have a large collection of Orcish Conscripts.
6. I have successfully rolled a 20-sided dice with my buttocks.
7. I am very, very patient.
8. Although I spend an exorbitant amount of money on *Magic*, and I thoroughly read *InQuest Gamer*, I still consistently lose to all of my friends.
9. I am willing to work for only jelly donuts and experience in the field.

Ben Dumford
Pickerington, Ohio

Plus a name like "Dumford" is ripe for comedy. Your column could be called "DumSong" or "DumStuff." And the feature stories you write could be introduced as "Another Dum article..." But keep in mind that you have to work your way up to jelly donuts. For the first couple years, the new guys get stuck with glazed.

JEREMIAS ALAMOS
Male Age: 18
Rivera 1875 (1607)
Buenos Aires, Argentina
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MORE LETTERS...

Spellfire. I don't mean to defend the idiots who play the game, but what's wrong with it? I don't want to start playing or anything, I just want a little information.

Shane Vaiskuskas
Jonesboro, Ga.



If you want information, maybe a better place to start is with what's right with it. So I tracked down Tony Novello, a hardcore Spellfan, and former Spellfire world champion, on why he

likes such a crappy game: "There are many, many reasons I like *Spellfire*. Here are the two major ones: "It's a building game. The object is to build your empire, rather than kill your opponent; this makes the game much more friendly than any other CCG. People just have fun rather than getting that persecution feeling that comes from being destroyed by a total stranger. Second, *Spellfire* is a group game. It was designed to be played with at least three players, and plays wonderfully with six or more. Every player plays until the game is over, no one is eliminated. This makes it a great game for families or for a gaming group."

So you could say Spellfire players like to do it in groups with their friends and families.

FOILED! AND LIKING IT

You gave a thumbs down to the foil cards now being used in new *Magic* expansions. I thought the concept was ridiculous, but if I can buy an entire box of boosters and make back 90% of what I spent by selling the six foils—one rare, two uncommons, three commons—that came in it, that means I've gotten practically an entire box of boosters for nothing. I find it hard to knock the concept now. Hey, WotC! Thanks for making it possible to continue to keep up in the current environment for free!

William Angus
via e-mail

They also make better donut holders. Regular cards soak up the yummy

grease, but foil cards keep donuts fresh and moist all day.

ERROR, FAIL, RETRY?

Maniacs! You screwed it up! What have you done? You took your perfectly wonderful magazine and ruined it! It was great. It was excellent. It had everything about CCGs and RPGs I was interested in, then you made it all computer games! Computer games suck! They have very little strategy, require absolutely no imagination and are too expensive. The graphics are mediocre and the storylines are dumb as my drop-pings! A computer game cannot compare to staying up with your buddies till 3 a.m., battling the evils of the universe. They don't come close to the simple pleasure of shuffling a trusty deck of cards on the battlefield of a local tournament table. The companionship of a good friend always beats the busy signal of a modem and the zero character development of online "RPGs." Computers are not the future of gaming, they are a different category.

Jonathan Watry
Mahtomedi, Minn.

Jonathan, you overreacteth. Introducing a dozen pages of computer coverage into InQuest is not making it "all computer games." The sad fact of gaming is that many of us just don't have buddies who'll stay up until 3 a.m., battling the evils of the universe with us, so we have to settle for computer games. They're getting "smarter" and are a part of the gaming hobby for many of us and so belong in these pages.

CASPIAN CAPERS

I currently live in Baku, Azerbaijan. It's on the Caspian Sea. I have been living here for almost a year, and it's really boring. They don't sell any card games. I play *Star Wars*, *Star Trek* and *Magic*. Most of the people here haven't even heard of CCGs or RPGs. All they do is sit around and drink tea, talk in Russian or Azeri and play dominos. It really sucks.

Scott Starnes
Baku, Azerbaijan

Can't you get any of the locals interested in Magic? My advice is

In Search of...

SHOES



Photo Courtesy of Everett Collection

InQuest Gamer seeks **REAL ANSWERS TO STUPID QUESTIONS**

To: Storm Tread Athletic Shoes Corp.

Sirs:

I realize that you are a less well known manufacturer of athletic shoes. But being number two, you probably try harder. While Nike has spokespeople like Michael Jordan, I was wondering if you'd be interested in having such *Magic*-playing celebrities as Jon Finkel, Cow Nose the Cat or even myself promote your apparel. We have a built-in fan following and would probably be cheaper than a major league athlete.

Yours truly,

Eugene T. Dudley

Currently, we have no plans to use sports figures as spokespeople. Our marketing targets young urban males who enjoy such activities as hip hop music and skateboarding and, as such, represents a different demographic. We rely mainly on word of mouth and advertising that shows our apparel in these contexts. Thank you for your interest.

Sincerely,

**Fred Wright, Assistant Director
of Marketing**

EVEN MORE LETTERS...

to start out by telling them "this game is just like dominos, except ..." then tell them the rules to your favorite CCG.

PLAYING SOLO

I'm responding to your request for stories about couples getting together while playing *Magic*. I dunno if this counts, but sometimes when I'm watching "Baywatch," I get this bizarre urge to play *Magic* by myself.

Brandon Isaacs
Marysville, Wash.

It depends. Whom exactly are you "getting together" with during these sessions? Mr. Hand?

SPECIAL DELIVERY

I noticed you kinda ran out of chick letters last month in your all-chick letters section. So I decided to send you some few words. I am proud to be a chick player! I've been playing RPGs since the 7th grade which makes it about... erm... 16 or 17 years now. I've been playing *Magic* since *Ice Age*. Where am I going with this, you wonder? Well, not only am I a chick player, but I am a pregnant chick player! My due date coincides with the *Urza's Destiny* prerelease! It really bums me out that not only will I miss the tournament but so will my husband, as he's my ride to the hospital when the time comes. Man, I haven't missed a prerelease since *Visions*. Wah!

Sara Camarata
Landover, Md.

Just curious, was your hubby catching a "Baywatch" rerun about nine months ago? And can't someone else take you to the hospital? It's a shame for you both to miss it.

PEEPING MYRON

Miss Cara Mapes ("Inquisition," *IQG* 49), I would like to point out that quite a few *Magic* players out there aren't the unlucky-at-love-sex-depraved-gets-turned-down-by-other-gamers stereotypes that we all see in our minds when we picture a flopper or chucker. Some of them have girlfriends. Others are capable of concentrating on more than one thing at a time.

I, however, happen to be one of those

unlucky-at-love-sex-depraved-gets-turned-down-by-other-gamers stereotypes that we all see in our minds when we picture a flopper or chucker. I promise if you use that "low-cut blouse deck" I'll let you beat my knight deck.

Myron Taslov
Beaufort, Mo.

Sorry to hear about the sad state of your love life. A little advice though: Stay away from Brandon when he's got "Baywatch" on.

POKÉ BLOWS

I'm glad you gave *Star Trek* its due in the "Killer Decks 2" in issue #49. But *Pokémon*? I read the rule book in an Arena League shop, and it plays almost like *Magic*. Plus, it's stupid. It's like "Oh, God there's a pokémon after me!! I better step on it!!" A 13-year-old I know is obsessed with it. He sits in class and says "Go, Charmander, go!" I get very frightened. Do you know of anything that will help him?

David Torrey
via e-mail

Short of a full frontal lobotomy, nothing comes to mind. A 13-year old should not be saying "Charmander" in public unless he wants to be ruthlessly ridiculed. Same goes for saying Ponyta and—especially—Squirtle. Weedle is okay though.

THRULLING TALES

1) What place did my all time favorite *Magic* race, the Thrulls, get in the "Blood Bowl" in issue #48?

2) How come Boba Fett With Blaster Rifle didn't get number two in "The Emperor's Hand" in issue #49? I mean, sure his deploy is one more and his forfeit is one less, and he can't fly, but... [nonsense deleted]

3) And lastly, I don't know any female gamers in Miami. The only ones that I have met that even came close were a few girls that collect "Sailor Moon" cards, and I don't know if that counts.

Michael Cohen
Miami, Fla.

1) The Thrulls came in 44th.

2) Han won because Boba's "deploy is one more and his forfeit is one less,

BILLIE JEAN DEVAROE
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Male Age: 9
#35 Orchid St., Luziminda Vill., Ma-a, Davao City
Philippines 8000
Likes: *Magic*, *BattleTech*



and he can't fly..." Duh.

3) Michael, shame on you for even asking. Of course "Sailor Moon" cards don't count. How could cards with silly Japanese cartoons and a comic book storyline possibly be considered real games?

CHARIZARD TOASTS SHIVAN

I am a follower of *Magic* (big ominous music in the background) and *Pokémon* (thunder & lightning). No matter how much I argue that *Pokémon* will not go out of style anytime soon, those less resistant to my persuasion will not agree.

I don't think that there'd be a *Pokémon* airline if they didn't plan on *Pokémon* being around for a short time. It's earned over \$4 billion on the cards alone! So to those stubborn-as-hell cardflopers out there, who are still convinced *Pokémon* is just a fad, I say be prepared to have your Shivan Dragons toasted by the awesome and eternal power

of the almighty Charizard! Mwa, ha, ha, ha...

"Prof. Oak"
Tokyo, Japan

Is it just my imagination or are many Pokémon names just two ordinary words put together? Charcoal Lizard (Charizard); War Turtle (Wartortle); Magic Carp (Magikarp); Nid and Vinny Barbarino (Nidorino).

INQUEST PREJUDICED?

I have noticed a very disturbing trend in *InQuest Gamer*'s beliefs. When I read *IQG*'s "Top 10 Monster Theme Decks," humans came in at number one. Then when I read "Blood Bowl" in *InQuest Gamer*, Humans came in first place again! It seems to me that you guys at *IQ* are a bunch of human supremacists—an odd attitude to take from a magazine being published by the same guys who run *Wizard: The Comics Magazine*, and who, of course, read *X-Men*.

Like the Sliver Queen in "Blood Bowl," I smell a rat. How can we be sure the grades and ratings you pass out are fair and unbiased?

Timothy Shanahan
via e-mail

C'mon Timothy, you think the upright, churchgoing, clean-living gang at *IQG* would fib? Do we ever fib? "The Top 10 Monster Decks" are the result of the "Blood Bowl" playoff, so naturally they're the same.

FREE FOILS

InQuest readers rule! As a thank you for making us all rich, we'd like to pass along a special account code to get free foil cards just by asking. Thanks again, we love you.

WotC Executives
Renton, Wash.

Wow! Cool.

But enough about that. As I look down the page, I can see that little purple dingle ball that marks the end of another "Inquisition" approaching. I gotta type fast because I want to tell you how to get these unlimited free Magic foil cards. It's easy. Just call WotC and tell them that you're special account holder number 14B1X278.

Tom Slizewski once owned a dog with no legs. Taking him for a walk was a real drag.

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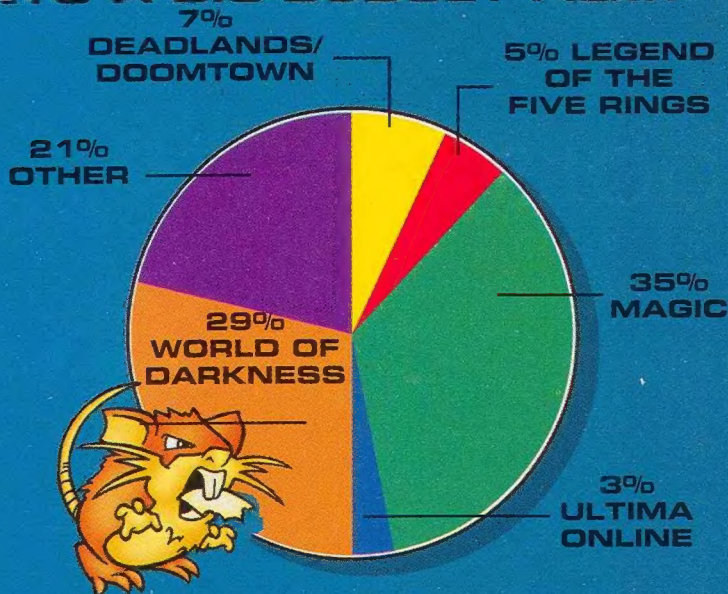
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Poll Position ONLINE QUESTION OF THE MONTH

WHICH GAME WOULD YOU MOST LIKE TO SEE MADE INTO A BIG-BUDGET FILM?



First off, get a sense of humor. When we said in the poll that we were all for a movie where all the games were thrown together, you weren't supposed to vote for it! We were kidding! KID-DING! Secondly, those of you who voted for C+23 and Aggravation have forfeited your rights to ever play games again.

What's happening
in the world of gaming...

news

Yeah Bay...bee!

E3 SHOWS OFF 50+ NEW SCI-FI
AND FANTASY GAMES



BATTLES & BABES Newest crop of computer games have something for every taste

"Austin Powers" fembots, a real-life Q*Bert and a 20-foot inflatable Lara Croft. Only at E3—the annual Electronic Entertainment Expo.

It's where hundreds of video and computer game companies meet to display their latest wares. The show went Hollywood this year, invading the Los Angeles Convention Center with a bevy of flashing lights and ample booth babes. There was even a surprise appearance by the members of Hanson. Go figure. And of course, there were games—lots of games.

• **Asheron's Call.** Published by Microsoft, due at Christmas. Look out *Ultima Online* and *EverQuest*. The next big online role-playing game is gearing up for a holiday release. The beautiful landscape of *Asheron's Call* was on display with the beta test up and running. Even at this early stage, the game has many impressive features, including a skill-based character creation system that lets you fully customize your facial features and clothing so that no two newbies look alike. The game sports an overview map to help you navigate, and none of the continent's 500 virtual miles of real estate are separated by zones that require loading times.

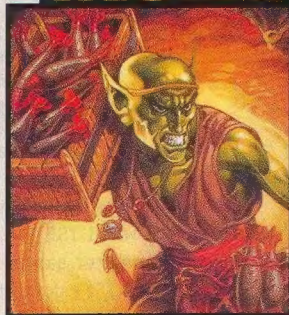
• **EverQuest Expansion.** From 989 Studios early next year. The first add-on for *EverQuest* introduces a whole new continent and a brand new race to the mix. The lizard-like Iksar inhabit the southern lands of Kunark. The expansion will include many new zones and creatures, including leeches, giant scorpions and the stone-gazing cockatrice and it will expand the level cap to at least 75th level.

• **Noxx.** Westwood Studios, November. While the developers of *Diablo II* have been slaving away, the folks over at Westwood Studios have been working on a hack-'n-slash dungeon crawl of their own. Spells play a major role; there are over 70 from which to choose, and they can be combined to form tactical strategy, a concept inspired by *Magic: The Gathering*. The ability to set traps—including those that teleport your foes into creature-infested cages—and a true visibility system that lets you ambush your opponents by hiding around the corner promise to make *Noxx* an awesome multiplayer experience.

• **Star Trek Voyager: Elite Forces.** Activision, late fall. "Star Trek" bursts into the 3D shooter genre with a slick game based on the *Quake III* engine. The missions in *Elite Forces* put you in a variety of familiar locales, including the starship *Voyager* and a Borg cube. Watch as fellow crewmen are assimilated by the Borg or the alien species 8472 bears down on your away team. All the main characters are present, with amazingly rendered faces and voices supplied by the actors. Best of all, you get to blow away Janeway in holodeck deathmatch mode!

• **Star Trek: Armada.** Grab the reins of a Federation, Klin-

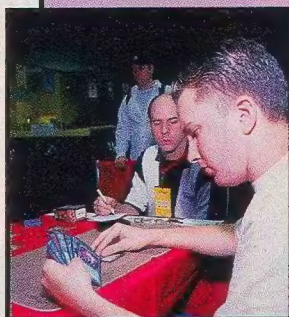
INSIDE



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STAR TREK INVASION Eight games based on the franchise are due this year. Screen shot from *Star Trek: Armada*.

gon, Romulan or Borg fleet in this real-time strategy game based on the Star Trek: Next Generation universe. Patrick Stewart, Michael Dorn and Denise Crosby narrate the continuous 26-mission storyline that gives a stab at each of the sides. Multiplayer games feature a cinematic mode which allows outside observers to watch the battle unfold.

• **Orcs: Revenge of the Ancients.** Sierra Studios, November. It's Sim-Orc! Set in Tolkien's Middle-earth, you are a commander in Sauron's army. Your mission? Recruit and train four orcs to send into battle and other not-so-covert missions. You can give your troops orders in combat, but how well they do ultimately depends on the quality of your training. You can also send your trained orcs to battle your friends over the net, a la pokémon battles.

• **Crusaders of Might and Magic.** 3DO, late fall. The popular *Might & Magic* franchise enters a new genre with this third-person action game. This *Tomb Raider*-esque combat version will include a wide range of magical spells, weapons and skills and the level-based character advancement familiar to the other two series of *M&M* games.

• **Amen: The Awakening.** Cavedog, late fall. This 3D shooter featured some of the most impressive graphics at the show, and in this day, that's saying something. Between the smooth gameplay, involving mystery—just why are random people turning insane on the eve of the millennium?—and painstakingly detailed backdrops, *Amen* could be the next *Half-life*.

• **Dungeon Keeper II.** Electronic Arts, fall. This sequel adds a wealth of detail to the original. You can zoom in and control individual units, operate through their eyes, give your units specific instructions and set up guard stations. The original had a great concept but lacked the execution; *DK II* looks to be everything the first game should have been and more.

• **Half-life: Opposing Force.** Sierra Studios, December. This expansion puts you in the role of a soldier in a storyline that overlaps the conclusion of the original game. New weapons, new aliens and plenty of stuff to shoot.

• **Indiana Jones and the Infernal Machine.** LucasArts, August. *Tomb Raider* the way it was meant to be. Direct Indy through a race against the Russians in this third-person 3D action/adventure game. The beautiful environments send you rac-

ing through tunnels in mine carts and leaping off tropical waterfalls.

• **Oni.** Bungie, fall. *Quake* meets anime in this 3D shooter from the makers of *Marathon* and *Myth II*. Oni boasts one of the smoothest fighting systems we've seen, blending martial arts and firearms in an incredibly fluid interface. The AI, which has opponents adapt to your fighting tactics, is equally impressive.

• **Pokémon Stadium.** Nintendo, October. The poké-craze works its way to the N64. Battle with any of the 150 pokémon in arena-style combat. With a special adapter you can upload your Gameboy poké-projects to the N64 and vice-versa.

• **Magic: The Gathering, Gold Edition.** Microprose, late fall. This complete package includes everything from the original computer game and its two expansions plus over 80 new cards from *Legends* and *The Dark*. New features include gold cards and a sidebar option in the deck-builder.

And these are just the tip of the iceberg. Most of the 50+ sci-fi and fantasy PC titles displayed at E3 are due for release by the end of the year. It's time to start working on those Christmas lists!

■ Jeff Hannes

Diablo, Starcraft Meet AD&D

COMPUTER HITS TO BECOME PAPER RPGs

Backwards, that's what it is.

It's not unusual for traditional pen and paper roleplaying games to become computer games. But Wizards of the Coast-owned TSR Inc. is going the other way with the megahit computer games *Diablo* and *Starcraft* from Blizzard Entertainment. It's going to take these worlds and introduce paper-and-dice-based roleplaying games using the *Advanced Dungeons and Dragons* (AD&D) rules.

Diablo is up first. After the fast-play introductory game is released, a *D&D/Diablo* adventure game boxed set designed by *D&D* heavyweights Bill Slavicsek and Jeff Grubb will follow before the end of the year. If all goes well, early 2000 will see a 128-page adventure module. Mike Selinker, the current line-developer for TSR's *Marvel Super Heroes Adventure Game*, and Bruce Cordell have been picked to write the *Diablo* core adventure.

Starcraft, once of the most popular computer games ever, having sold more than 1.7 million copies, will also be developed into a fast-play RPG and adventure game boxed set but will use TSR's *Alternity* science fiction roleplaying system/setting. David Eckelberry and Bill Slavicsek will write the *Starcraft* material. According to Jenny Bendell from TSR public relations, "Blizzard Entertainment will provide the raw material for the story arcs for TSR's designers to base the paper RPG material on. They also have final approval on everything we create."



HOT MOMMA *Diablo* is coming to an AD&D campaign near you.

And no, there are no plans for a *Warcraft*-based RPG at this time. ■ M.R. Goode

WE LOOKED IT UP...



TEMPLAR (Tem•plahr)

1. A knight of a religious order established in the early 12th Century in Jerusalem that protected pilgrims and guarded Christendom's holiest churches. 2. Capashen Templar: White *Urza's Destiny* 2/2 creature that gains +0/+1 per white mana pumped into it. 3. Lar holding a job until someone permanent can be found. ■

Classic AD&D Books Are Back

If you saw a new AD&D roleplaying sourcebook at your local store for 10 bucks, odds are you'd have entered a time warp and gone back 20 years.

Unless said book was one of the new paperback reprints of the old AD&D classics. Thirteen of these blasts from the past—the ones every roleplayer over 15 knows and loves—have been reformatted into paperbacks and are being made available for a suggested retail of just \$9.90.

Titles range from best-sellers like the *AD&D Dungeon Master's Guide* and *Unearthed Arcana* to less popular books like *Oriental Adventures* and the *Wilderness Survival Guide*.

Reprints contain all the same material and they should be on store shelves as you read this. ■ M. Rogers



BACK IN PAPERBACK

Become An Archmage

FREE ONLINE GAME ADDICTS THOUSANDS

It's fun, free and challenging enough to play all night—except that its cleverly designed turn system prevents you from completely addicting yourself. What is this mystery game?

It's *Archmage*, a web-based, massively multi-player game from Korean game developer MARI Telecom.

In *Archmage*, you take the role of a mage who's recently been brought back from wherever it is that expired mages go. You return to take the helm of a small, undeveloped country. Your goal is to take a position of power among the mages in the realm. Accomplishing that takes a combination of exploration, development, military recruiting, diplomacy and good, old-fashioned combat.

Joining the game is easy. Go to www.magewar.com/archmage; come up with a character name; pick a magic color as explained in the introductory player information; type in some demographic information and an account password—making sure it includes both letters and numbers, or the game makes you reenter all of your information—and you're in the game.

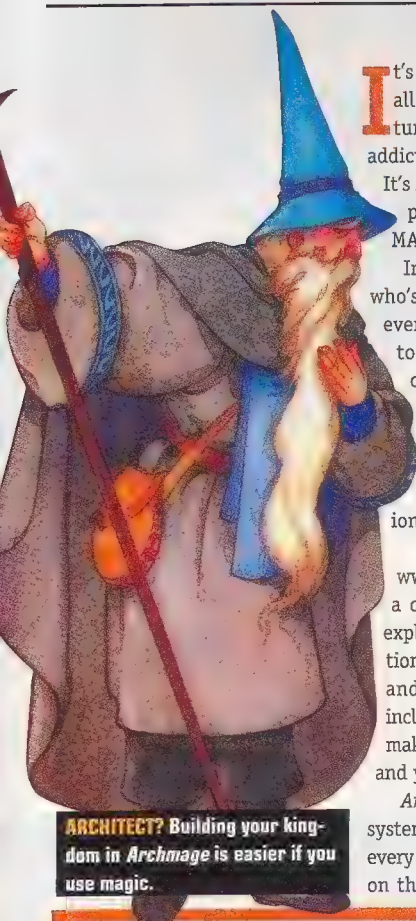
Archmage uses a unique turn-based action system. The game credits you with one "turn" every five or 10 minutes of real time, depending on the which server you join. The turns accu-

mulate in your account as time passes. Each action in the game—building towns, recruiting soldiers, researching spells and so on—takes a certain number of turns. When you're out of turns, it's time for a break.

Building your kingdom through construction and conquest in *Archmage* is fun and challenging, though new players should spend time in the Library of Terra—commonly known as the Help files—to get a feel for the buildings, combat units and spell types.

Archmage is not a 3D graphical game like *EverQuest*. It's mostly text-based and requires shrewd building and resource management skills to play well. Once you've built up a small kingdom, other players can attack you and take your stuff. Whenever a player chooses to go to war he's given a list of players with similar power levels that he may attack. Losing a war can wreck many hours of building, but since the game's free to play, it hasn't cost you anything.

Why is this game free? Company spokeswoman Mary Min says that the game was "created by game maniacs for game maniacs," so they don't charge to play. Instead, MARI Telecom makes money by selling banner advertisements on the game's various pages. *Archmage* has proven so popular that the company has already licensed a pen and paper roleplaying game based on it. ■ *John Kaufeld*



BLAST FROM THE PAST A LOOK AT OUR FAVORITE CLASSIC GAMES

NAME: *The Awful Green Things From Outer Space*

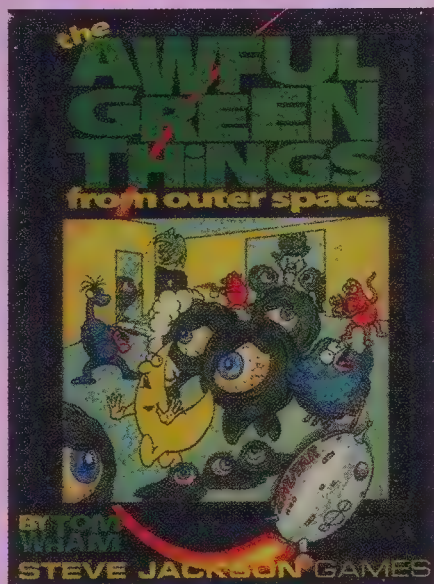
ORIGIN: First edition was included with TSR's *Dragon* magazine, issue #28, 1980; An immediate hit, TSR upgraded the components and sold the game separately the following year. Steve Jackson Games acquired the rights and reprinted it in 1988.

TYPE: Board game

CONCEPT: The alien crew of the spaceship Znutar brings aboard a weird green rock which turns out to be an "Awful Green Thing." The AGT immediately starts hunting the crew and laying eggs, which hatch into more AGTs. It's your job as a crew member to scramble around and kill the AGTs with weapons like welding torches, fire extinguishers, pool cues and cans of rocket fuel.

LEGACY: Part "Aliens"-style bughunt, part wargame and part cartoon, *Awful Green Things* was so simple you could teach it to your grandma... And she'd like it! Because it was also lots of wacky fun. The randomized weapon effects meant battles often turned into Three Stooges routines. The perfect game for getting your non-gaming friends hooked.

TIME FRAME: The year *Awful Green Things* first appeared, "The Empire Strikes Back" was filling movie theaters, AC/DC released "Back in Black" and Mount St. Helens blew its top in Washington State. ■ *Charlene Brusso*



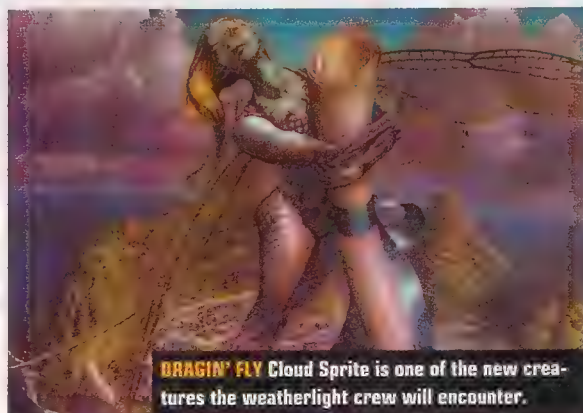
Magic Renaissance

MERCADIAN MASQUES ANNOUNCED AS NEXT BIG MAGIC SET

Heeee's back! Just when you thought you had seen the last of Gerrard and his flying ship the *Weatherlight*, he's returning in the next major *Magic* expansion due for release this fall.

This new 300+ card set will be titled *Mercadian Masques* (*MM*) and, as in the past, is the first of a new three-set story arc. The story picks up after the *Weatherlight* crew escapes from Rath at the end of the *Tempest-Stronghold-Exodus* story arc. They now find themselves in a place called Mercadia, a strange land where everything is for sale and nothing is truly as it seems. Judging from the preview art, *MM* looks to draw its inspiration from the Italian renaissance. The story has Gerrard and company battling bizarre landscapes, mercenary monsters and hidden traitors in order to return home.

From a rules standpoint the set looks to be business as usual for *Magic* expansions. *MM* will include new creature mechanics to replace the well received cycling and echo of the *Urza* cycle. *MM* "will re-explore a very popular mechanic from the past," according to WotC representative Kristine Szarkowitz. Rumor has it that one of the new mechanics will be called "mercenary" and will allow your opponent to spend mana to bribe creatures over to his or her side.



DRAGONFLY Cloud Sprite is one of the new creatures the *weatherlight* crew will encounter.

Collectors will be happy to hear that, for the first time, foil-stamped basic lands will be randomly inserted into packs. Currently the only way to get foil *Urza's Saga* lands is from the Arena league. Since lands are more common than any other card, they will have the most foil equivalents printed.

For tournament players, *MM* is an ending as well as a beginning. When the set becomes DCI legal on November 1st, tournament players will have to kiss their Rath Cycle cards goodbye. That's because *MM* will bump the so-called Rath Cycle—*Tempest*, *Stronghold* and *Exodus* sets—out of the Standard environment. How will the loss of over 600 cards affect gameplay? "The Rath Cycle was very aggressive with many fast cards," Szarkowitz said. "*Mercadian Masques* should return us to a tournament scene where the majority of games do not end by turn four."

Your first opportunity to see *MM* cards will be prerelease tournaments held in late September. Tournament packs and boosters should appear in stores starting October 4th.

■ Collin Jackson

JURY BOX SPECIAL "BOYS OF SUMMER" EDITION



THUMBS UP



DARTH MAUL Coolest look since Darth Vader.



THORN ELEMENTAL Baddest creature since Lord Of The Pit.



PIKACHU Cutest rat alive.



THUMBS DOWN



DARTH MAUL Personality of a cardboard box. Talks almost as much.



FLEDGLING OSPREY Just when you thought *Magic* creatures couldn't get any lamer.



HANSON Still alive. Where's the justice? Where? Where? ■

CONTEST WINNERS

FIND URZA'S ARTIFACTS Seek and ye shall find. That's what Kyle Faust, from Wakefield, Rhode Island, did. And for his effort *Urza* granted him a complete foil set of *Magic: Urza's Legacy*. Yes, we are all jealous.

DEAD MAN'S HAND: MATCH MADE IN HEAVEN Dominic Ukpo from Cambridge, England, knows how to make a love connection. He helped Eugene win *Lula's* heart and thereby won himself a box of *Urza's Saga* boosters. Blimey! ■

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news

Planescape Goes PC

BALDUR'S GATE DESIGN TEAM TACKLES ANOTHER AD&D WORLD

This is the year of *Torment*.

Doesn't sound like fun, but Interplay Productions and their subsidiary, Black Isle Studios—award-winning designers of *Fallout*, *Fallout 2* and the best-yet AD&D computer experience, *Baldur's Gate*—promise it will be. They are trying to repeat the huge success of their *Forgotten Realms* based *Baldur's Gate* (BG) with an elaborate title based on AD&D's *Planescape* universe.

Formed on the backbone of the same game engine used in BG, Bioware's Infinity engine, *Torment* is another 2D isometric game that focuses more on beautiful and lush art than on dizzying polygon counts and 3D frame rates. The core mechanics are much the same as BG, but *Torment* also features many innovations.

Torment's project director, Guido Henkel, says of the obvious comparisons to BG, "The way I look at it, other than a code base, there are hardly any similarities between the games."

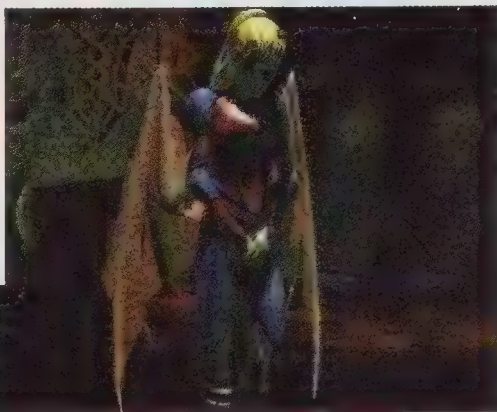
Rather than allow for a wide range of beginning characters, you will start with a single persona called the Nameless One. He's immortal, powerful and able to "remember" how to do all sorts of things as the game progresses. Too bad he can't remember who he knows and who knows him. According to one of the two main designers, Chris Avellone, "The biggest change for veteran RPGers is that death is now on 'your' side in this game. You play an immortal character, so don't worry about reloading when your character bites it. It just advances the plot. Chances are, you might even gain something beneficial out of it."

"As far as the story and the people you meet are concerned, you can expect a strange assortment of companions, ones you've probably never encountered in a roleplaying game before. Your allies range from floating skulls, to opinionated inventory items, to insane geometric shapes, to puritan succubi. Each of them is extremely detailed, with their own agendas, and they play important roles in quests," Avellone said.

Colin McComb, the other main designer said: "We're sticking fairly close to the AD&D system. We're being faithful to *Planescape's* rules." This makes for a darker, more surreal game than BG. "There is lots of mature content. The themes regarding death, guilt and suffering in *Torment* are mature, but not in a graphic way," he said.

The designers decided to focus on the single player and his/her development rather than genericize the game mechanics and story to accommodate a multi-player experience. "We wanted to create an emotional experience for the player, and some of the mechanics we use to do it could not translate into a multiplayer game," Avellone said. Look for *Torment* this August. ■ Sean P. Fannon

SNE DEVIL Puritan succubi and floating skulls are your friends in *Torment*.



OOPS! WE GOOFED!

We failed to credit the source for the "Reality Check" sidebar in *IQG* #50. It was the John Kovalic-illustrated "Murphy's Rules" column from Steve Jackson Games' *Pyramid* magazine. Sorry guys.

Black Magic In the Magic Kingdom

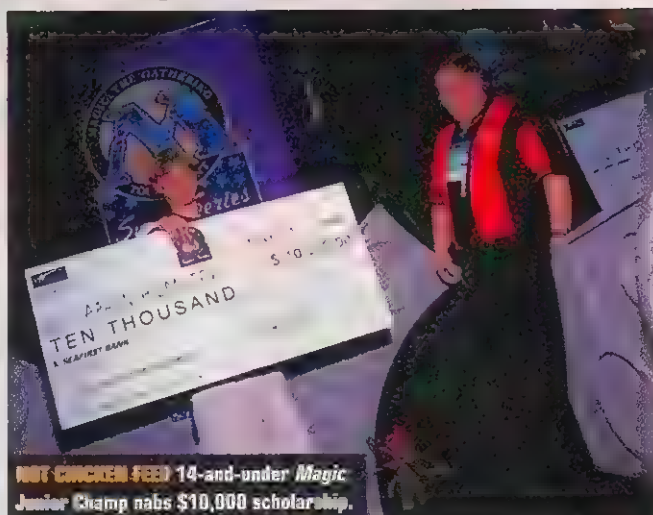
DUELING NECRODECKS DETERMINE JUNIOR CHAMPION

In the early days of *Magic*, Mindtwist was feared for its ability to empty an opponent's hand early in the game. That same fear struck players at the Junior Super Series (JSS) this past May, where single-color Necrodecks and Persecutes—the modern Mindtwist—were plentiful.

The JSS Championships were held in Orlando, Florida, the home of Disney World, Memorial Day weekend. The winners would be declared the best under-18 players in Standard (Type 2) format competition. In the 15-17 age category, 190 players competed; 125 players played in the 14 and under bracket. After one day of play, only 64 remained in each category. And by the third day, the field had been winnowed down to the top eight players in each group.

Necropotence proved the most popular card at the tournament, with seven of the 16 decks played on the final day featuring this card-drawing enchantment. Yawgmoth's Will—which lets you cast cards from your graveyard—was in 11 of the final 16 decks.

Necropotence was prevalent for good reason: Massive card-drawing equals massive power. Not surprisingly, the final match in the 15-17 category was between nearly identical Necropotence decks. Jeff Sluzinski, 15 from Dearborn, Michigan, and Stephen McArthur, 16 from Austin, Texas, were both hoping they'd get a Duress or Persecute in their opening hands and thereby force their opponent to discard all the



NOT CANNON FEED 14-and-under *Magic* Junior Champ nabs \$10,000 scholarship.

crucial Necropotence. With such similar decks, Sluzinski elected to mulligan in the opening game, hopefully getting one of the above; his strategy paid off, and he narrowly won.

The second game was a serious blowout after Sluzinski cast a second turn Persecute with the help of a Dark Ritual, forcing his opponent to discard all his black cards. The luckless McArthur had no choice but to discard five cards, and he never recovered. Sluzinski eventually won the match 3-1 and scored a \$10,000 scholarship. McArthur received a \$7,500 scholarship.

The finals of the 14 and under category were mulligan-intensive, with six mulligans taking place in four games. Aaron Hiemstra, 14 from Crescent City, California, was forced to mulligan twice in both the first and second games, losing the first but coming back to win the second with his Slight-type deck. Cursed Scroll, a cheap artifact that effectively deals damage to your opponent, allowed him to come back from the disadvantage of starting with fewer cards. His opponent, Mark Landers, 14 from Oviedo, Florida, also had trouble drawing some initial land to get his black weenie/Hatred deck going, and had to mulligan in the third and fourth games, losing both. Hiemstra and Landers also took home \$10,000 and \$7,500 scholarships, respectively.

The event was held in Disney's Wide World of Sports Complex in Buena Vista, Florida, and all players who made the second day received at least a \$1,000 college scholarship.

■ Rick Mascatello



\$10,000 KIDS JSS champs Aaron Hiemstra (left) and Jeff Sluzinski.



SINGLE COLOR KILLED Sluzinski's Necrodecks dead in their tracks.

Flora Worships for Victory

Fans of sealed deck *Magic* know that Worship—which says you can't go below one life if you control a creature—is an awesome card. Dustin

Flora showed that it gets even better when you team it with a Field Surgeon.

Despite the overcast weather, \$25 entrance fee and 127 players, Dustin Flora approached the *Urza's Destiny* prerelease tournament in New Orleans with supreme confidence. The top eight players at the end of the sealed deck competition were to receive a box of *Destiny*. "Before the tournament started, I said I was going to get a \$25 box of *Urza's Destiny*." Seven undefeated rounds later, Flora proved his claim to be no empty boast.

His winning deck contained such *Urza's Saga* staples as Pestilence, Stroke Of Genius and the game-breaking Worship, but it also contained one critical card from the new expansion, Field Surgeon. "Field Surgeon is one of the best creatures in the set," he said with certainty. Field Surgeon is something like the Samite Healer, in that it can tap to prevent a point of damage to a creature. While the Surgeon can only prevent damage to creatures, it lets you tap any creature to accomplish the damage prevention and it doesn't have summoning sickness. Thus, his deck had a nearly unstoppable combo. "Between the Surgeon and Worship, nobody could kill me or my creatures!" ■ *Rick Moscatello*



TAP DOCTOR Turns every creature into a Samite Healer instantly.

TOP GUNS MAGIC SHARPSHOOTERS

WORLD'S 10 BEST MAGIC PLAYERS

1. **BRIAN SELDEN**, San Diego, CA, USA
DCI STANDARD RATING: 2144
2. **DARWIN KASTLE**, Allston, MA, USA
DCI STANDARD RATING: 2088
3. **SCOTT R. JOHNS**, Northridge, CA, USA
DCI STANDARD RATING: 2069
4. **GARY KRAKOWER**, TORONTO, ON, CANADA
DCI STANDARD RATING: 2058
5. **JON FINKEL**, Fanwood, NJ, USA
DCI STANDARD RATING: 2055
6. **MICHAEL LONG**, Charlottesville, VA, USA
DCI STANDARD RATING: 2046
7. **ADAM D. VINCENT**, Longwood, FL, USA
DCI STANDARD RATING: 2044
8. **GLYEB G. KOUMASINSKI**, Columbia, MD, USA
DCI STANDARD RATING: 2042
9. **MIKE BREGOLI**, Southwick, MA, USA
DCI STANDARD RATING: 2040

10. PLAYER OF THE MONTH

CHRISTOPH O'LEARY, 31, from Malden, MA

DCI STANDARD RATING: 2038

JOB: Psychotherapist

FAVORITE MAGIC CARD? Disenchant

FAVORITE DECK TYPE? "Anything but red!"

FAVORITE FORMAT? Standard

HOURS A WEEK SPENT PLAYING MAGIC? Two.

PERSONAL MOTTO THAT'S ALSO A PICK UP LINE? "I'll play any game."

SOURCE OF PRIDE? "I'm in Mensa."

BIO IN BRIEF: Christoph O'Leary's *Magic* career started just two years ago, but with a flourish: He won a dozen local tournaments in a row. Other than winning a qualifier to get on the Pro Tour, he hasn't had any major wins and is humble about his accomplishments: "I'm the most undeserving player on the top 10," he says. This appearance may be his last on the top 10, as his performance at Pro Tour New York was, in his own words, "too low to talk about."



MAGIC UPDATES

RULE CHANGES AND OTHER TECHNICALITIES

BANNINGS

Mind Over Matter is banned in Standard, effective June 1st '99.

Time Spiral is banned in Extended.

Gaea's Cradle, **Serra's Sanctum**, **Tolarian Academy** and **Voltaic Key** are banned in *Urza Block Constructed*.

ERRATA The errata issued for the "free" creatures ("When <this permanent> comes into play, if you played it from your hand...") applies to two additional cards: **Karmic Guide** and **Treachery**.

Many cards have been subtly reworded to work under the new *Classic Edition* rules set. Here are several significant changes:

ALABASTER DRAGON. Like *Serra Avatar*, this card is

shuffled in as a replacement and would never trigger an effect like **Energy Field**.

BONE HARVEST, FORESHADOW. Instead of drawing at the beginning of the next upkeep, you draw a card immediately.

BOSIUM STRIP. The spell card actually goes on the stack and is removed from the game when it resolves. With an effect like **buyback**, it's possible to get the spell back in your hand.

FLASH. You can no longer play a really expensive creature and then just bury it. You need to pay the cost to get the creature into play.

KAERVEK'S SPITE, WITHERING BOON. The additional costs of these spells have been moved to the resolution step. If they're countered, you don't have to pay those extra costs.

Coming SOON

RELEASE OF THE MONTH

Young Jedi CCG: The Jedi Council

CATEGORY: Collectible Card Game

FROM: Decipher Games

RELEASE: July

COST: \$10 per 60-card starter, \$3 per 11-card booster

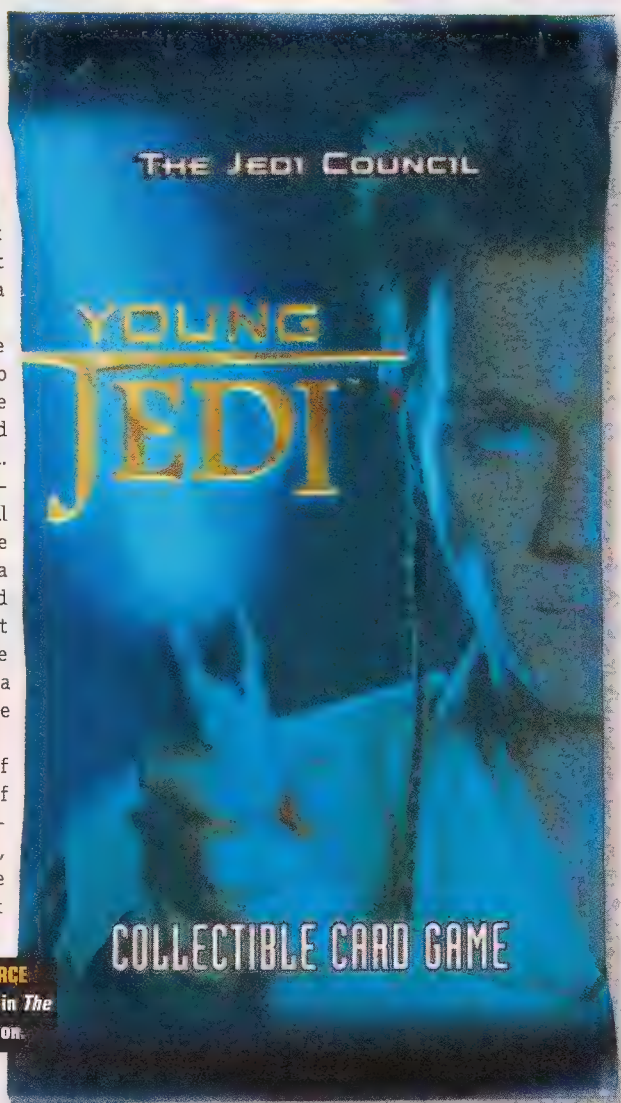
THE GIST: Decipher promises to answer gamers' nagging questions with this follow-up to the smash *Young Jedi: The Menace of Darth Maul* release of May. With emphasis on the fact that this 140-card set is complete unto itself, the designers hope to involve new players from the get-go, without making them get bogged down searching for cards from the first set. However, those who invested in the initial release shouldn't despair; *The Jedi Council* will add to their strategies in a number of ways.

New locations for old planets and systems will reshape the game to some extent into one where players actually want to go first in a battle. Opposite equivalents of sites already in the game—such as the Dark Side version of the Podrace Arena and the Light Side Mos Espa—will make some conflicts less one-sided.

And what every "Star Wars" fan really wants to know—whether or not he's a contender in the game for the rare foil cards or the epic confrontations—is whether we'll get to see all the Jedi from the council on Coruscant. The answer is a resounding "Yes!" Favorites such as the big, fat banana-headed Ki-Adi-Mundi to the lesser recognized Plo Koon will flush out the set... this beyond the fact that many characters from the first set will show up with new cards. Count on seeing a Coruscant version of Obi-Wan Kenobi which can take the place of the old Tatooine version if you should so choose.

Besides the additional Jedi, there seems to be no lack of other new stuff to keep Force-stompers happy. A plethora of podracers will round out most of the remaining personalities, with many of them fighting for the Dark Side—which, by the way, also happens to acquire a boatload of battle droids to go head to head with the Jedi. And if you look closely, you may even find that annoying two-headed podrace announcer amongst your combatants. All in all, *The Jedi Council* is both a great standalone set and a worthy supplement to its predecessor.

MASTERS OF THE FORCE
Jedis galore appear in *The Jedi Council* expansion.



by Sean P. Fannon and
the IQ Gamer staff

Miskatonic University Antarctic Expedition Pack

CATEGORY: Roleplaying Game Supplement

FROM: Chaosium Games

RELEASE: August

COST: \$14.95

THE GIST: The big *Call of Cthulhu* release for the summer is *Beyond the Mountains of Madness*, and this package of handouts, letters, news clippings and tons of other goodies is meant to make your journey to the frozen wastes the most engrossing and terrifying experience ever. The Keeper gets some major material here, including a GM's screen and important maps. Of special note is the long-missing 10,000-word conclusion to Edgar Allan Poe's "The Narrative of Arthur Gordon Pym." Is it real, and what does it have to do with the evils lurking under your bed? And for those souvenir-hunting tourists—a patch and a bumper sticker that says "I Survived the Mountains of Madness!" are also included.

Planets of the Federation

CATEGORY: Roleplaying Game Supplement

FROM: Last Unicorn Games

RELEASE: July

COST: \$20.00

THE GIST: This is a magical mystery tour of truly cosmic proportions. From the fiery Vulcan landscapes to the steppe cities of Alpha Centauri, almost every planet made famous in "Star Trek" is given the once-over here. A must-have sourcebook for any serious *Star Trek* campaign, you'll learn much more than you ever saw on the small or big screen about the worlds of Tellar, Earth, Andoria and many more. Also included are colonies, outposts and many of the neutral systems. But what every fan really wants to know is how they actually manage to make Risa the pleasure planet without the overpopulation problem?

Rage Across the Heavens

CATEGORY: Roleplaying Game Supplement

FROM: White Wolf Studios

RELEASE: August

COST: \$19.95

THE GIST: Has anyone else noticed that White Wolf seems about ready to blow the *World of Darkriess* to smithereens? Gehenna looks about ready to pop for the vampires, and now the Year of Reckoning is on the Garou like stink on a dungheap. Prophecies abound, and terror fills the Umbra as the Orb of the Wyrms opens in the skies and some of those prophecies come true. Full of celestial and Umbral information, as well as heaven-driven new gifts and rites, this book gives you a Garou campaign that shakes the actual Pillars of Heaven... with your characters at the center.

Rifts Canada Sourcebook

CATEGORY: Roleplaying Game Supplement

FROM: Palladium Books

RELEASE: July

COST: \$20.95

THE GIST: Take off to the Great White North, eh? The vast, beautiful lands of the red maple leaf do not go unscathed, and

this book contains a complete overview of the northern provinces. Secret survival tips for wilderness environments, revelations about such groups as the Tundra Rangers and a mountieload of new monsters, weapons and vehicles fully flesh out the day-to-day country of Canada. Go north, my friends, and see the wonders of a land much larger than our own.

RIFTS CANADA SOURCEBOOK



Sea of Fallen Stars

CATEGORY: Roleplaying Game Supplement

FROM: TSR

RELEASE: August

COST: \$24.95

THE GIST: What was little more than a trade route and source of food is now a realm unto its own. The latest campaign expansion for *AD&D's Forgotten Realms* introduces the undersea lands of Faerun as a massive, alien world with its own ways and its own glorious adventures. Rules are presented for taking existing landlubber characters into the depths of the sea, or you can start a whole new campaign featuring characters from races native to the deep blue. Every effort has been made to create interesting rules that don't feel like a different game... But any way you roll it, drowning still sucks.

Silver Anniversary AD&D Collector's Boxed Set

CATEGORY: Roleplaying Game Supplement

FROM: TSR

RELEASE: August

COST: \$59.95

THE GIST: What a cool way to celebrate an anniversary. Six classic First Edition adventures are presented here, including *The Keep on the Borderlands*, the "Against the Giants" series, *Ravenloft* and *White Plume Mountain*. There's also the "lost adventure" of *Dwarven Delve*. And if that weren't enough—the actual *Dungeons & Dragons* rulebook is reprinted! Man, talk about stepping into the wayback machine! Plus, you also get a complete history of *AD&D*, including a retrospective essay from Dungeon Master Prime himself, Gary Gygax. Finally, a suitable-for-framing print from longtime *AD&D* pro Jeff Easley is yours right out of the box. Even if you only pretend to like *AD&D*, you can't pass this by.

Star Trek: Star Fleet Command

CATEGORY: Computer Strategy Game

FROM: Interplay Productions

RELEASE: August

COST: \$44.95



THE GIST: Warp speed! Fire photon torpedoes! Lock on tractor beam! And, hey, get me some of that raktajino while your at it... Climb into a captain's chair for a fully strategic gaming experience set in the "Star Trek" universe. Based on the detailed and expansive rules of the classic *Star Fleet Battles*, the game comes alive on the PC. Choosing from the United Federation of Planets, Klingon Empire, Romulan Star Empire, Orion Pirates, Lyran Empire, Hydran Kingdom and the Gorn, you can play single player campaigns or just skirmish. Plus, there's multiplayer play, bound to keep many fans up for endless nights torpedoing helpless shuttlecrafts.

Thunder's Edge

CATEGORY: Board Game
FROM: Fantasy Flight Games
RELEASE: July
COST: \$49.95

THE GIST: Like space, this game is big. Using the hex-tile based gameplay of *Twilight Imperium* and *Battlemist*, this game provides strategic, tactical and political gameplay on a huge scale. "The Thunder," a vast nebula on the edge of a gateway for humanity's expansion, is the center of conflict as various factions vie for control of Thunder's Edge, a small colony outpost that is the sole linchpin to the region. Players vie for economic, political and military control, recruiting war machines to do battle even as they try to control the Senate and shipping lanes. More than simple smash-and-grab, this one will take some serious thinking to win.

Void in the Heavens

CATEGORY: Roleplaying Game Adventure
FROM: Alderac Entertainment Group

RELEASE: July
COST: \$9.95

THE GIST: In the throes of what is possibly the worst case of heartburn in the history of *Legends of the Five Rings*, the Oracle of Fire has gone mad and started belching flame across the skies and torching Kyuden Shosuro in the process. With the soul of a Dragon jammed into a mortal shell, it's no wonder the poor bugger went nuts. As crispy Scorpions litter the countryside, a new Oracle must be chosen. This 48-page adventure brings the characters into a rather cosmic arena, where their honor and courage will be sorely tested.

VOR: The Maelstrom

CATEGORY: Miniatures Game

FROM: FASA Corporation

RELEASE: July
COST: \$70.00

THE GIST: FASA again wades into the miniatures combat arena with this hardcore sci-fi warfare game set in the twisted and ever-changing Maelstrom. Various alien martial artists and mutated Russians vie for survival and control in a world where the only thing you can count on is change. The initial boxed set comes with a complete rundown of the world, as well as base army lists for the first six races. There are also plastic game aids, rules for creating your own races, campaign rules, and of course a large assortment of 30 mm figures. FASA knows miniatures gaming—remember *BattleTech*?—so this one looks to be top-notch.

World of Darkness Character Generator CD-ROM

CATEGORY: Roleplaying Game Accessory
FROM: White Wolf Studios
RELEASE: August
COST: \$29.95

THE GIST: What took them so long? Total character management is yours with this long-awaited software. Now, you can generate a character from any of the *World of Darkness* sources, update those characters as needed and even send those files across the Internet with ease. Great for chatroom games as well as tabletop adventuring, the designers even created little places to keep notes. Storytellers can also use the software to set parameters and generate random characters as they need them, making on-the-fly gaming that much easier.



TOP 10

URZA'S DESTINY

CARDS

The greatest cards from *Magic's* newest set

By the *InQuest Gamer Staff*

We have no idea what the heck Urza's destiny is. That is to say after looking over this latest *Magic* expansion we have no idea what is going on in the storyline. We do know that the *Urza's Destiny* card set is a monster featuring a juggernaut of cool cards and nifty new abilities. In fact, we haven't been this excited since that donut truck flipped over in our parking lot. And we're betting dollars to donuts you'll be seeing many of these spells in killer decks for months to come. Take a look.



10. REPERCUSSION

Percussion: something you beat on. Repercussion: to beat on something again and again. In this case, that something is your opponent. Although its uses are limited, this card is amazing in a creature-light burn deck, since dealing with your opponent's threats also means blowing him away. Three creatures in play you say? I Earthquake for five and say, "Buh-bye."



9. TEMPORAL ADEPT

It's the mother of all Time Elementals! This water mage is better than her temperamental precursor, who wouldn't touch enchanted permanents and smacked you for five points of damage whenever you asked it to block or attack. Temp's "Capsize" ability sends any permanent back to a player's hand, even your own. Mary her up with the Hermit Druid and you get a huge family of squirrels. How cool is that?



8. ROFELLOS, LLANOWAR EMISSARY

Apparently steroids are no longer illegal, at least in green *Magic* decks. Tap two forests to summon a creature that doubles your green mana production. Big creatures like Force of Nature? Cast 'em with ease. Thirsty upkeep and echo costs? Forgeddaboutit. Play Rofellos early, and green—already known for speed—gets a turbo-boost. Your only problem will be keeping him alive.

Urza's Destiny and Magic: The Gathering are registered trademarks of Wizards of the Coast.



7. ERADICATE

Feelin' pretty smug with those four Shivan Phoenixes snug in your deck? Think those Goblin Kings make your goblin deck rock? Better hope your opponent isn't planning to Eradicate. This surgical strike can rip the heart out of many a deck. 'Course, if you get a couple of your own, you can smack him right back. He didn't need those Bone Shamans anyway...



6. RAYNE, ACADEMY CHANCELLOR

The rain in Spain may fall mostly on the plain, but Rayne in *Magic* falls heavily on your opponent. This bad girl is so controlling she can draw a card or two whenever any of your permanents are targeted by the enemy. If you draw a counterspell, you can even counter whatever targeted her in the first place. Rayne *will* precipitate your opponents demise.



5. TREACHERY

"Oh treachery most foul! Thou dost cost nothing, yet thou doth stealth any creature. What outrageous fortune!" That's what Shakespeare said about this hopped-up Control Magic clone. Yes, Shakespeare is technically dead, but we have ways of making him talk. Look for Treachery in every blue control deck from now until they ban it or something.



4. ATTRITION

Enemy creatures will crash and burn faster than the Polish Air Force. With Attrition in play, what is your opponent going to do? Attack you? Please. With *Classic* edition rules, you can block and damage his attackers, then sacrifice those blockers to kill other creatures. Same thing works if he blocks your attackers, or if he zots your guys with direct damage. Brutal.



3. YAVIMAYA ELDER

It's fitting that the Elder is third, since it reminds us so much of the ultimate three-for-one—Ancestral Recall. For a mere three mana you get a 2/1 creature that can transform itself into an Ancestral at a whim, fetching a pair of lands of your choice and an extra card. And under *Classic* rules, you can even off a creature in combat first!



2. FALSE PROPHET

Holy Moses! Even that Biblical powerhouse would be hard pressed against this doom-sayer. If he dies: Boom! Everybody goes with him. Especially handy for nuking those never-stay-dead creatures like *Legacy's* Weatherseed Treefolk. Think about it: Perpetual favorite Wrath of God costs the same but doesn't give you a 2/2 creature nor the "remove from play" finality of Mr. Prophet. Awesome.



1. YAWGMOTH'S BARGAIN

There were many cheers when Necropotence exited the Standard scene, but now it's time to quell your excitement—Necro is back and it's better than ever. With instant satisfaction, Yawgmoth's Bargain is the deal of the century. And the higher casting cost? Bah! Why would you want to play it in the first few turns when your hand is still full?

HONORABLE MENTION: FLICKER

It's the Homer J. Simpson memorial card. "Creature comes in, creature comes out, creature comes in, creature comes out" ...you get the idea. Why do we love that? Let us count the ways: Remove pesky enchantments, make opponent pay echo again, re-trigger "comes into play" abilities like the Bone Shredder's, regain control of stolen creatures, etc...

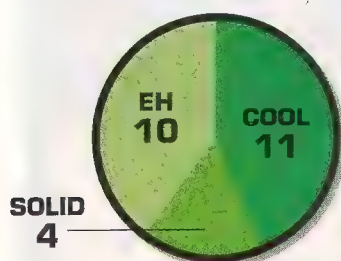
WORST CARD: CARNIVAL OF SOULS

"Thank you sir. May I have another?!" Who but those seriously into self-abuse would even think about playing with this card? You get hit every time anyone plays a creature plus usually take mana burn during your opponents' turns. Even if they added midgets and those really cool whirlybird rides, this is one carnival we don't want to go to.

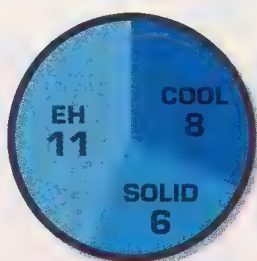
RANKING THE COLORS

Ever wonder how we rank the colors when a new expansion comes out? Quite simple really. We assign a ranking to each card based on our general opinion of it and use those rankings to make an informal tally. Our categories? The very scientific "Cool," "Solid," or "Eh." Cards in the top 10 are worth a couple extra points, which is why black managed to edge out white even

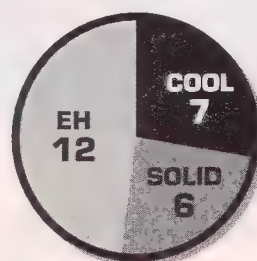
though it had fewer cards classified as "Cool." The big winner in *Urza's Destiny* is green, thanks to its two top 10 entries, as well as host of keen creatures including Hunting Moa, Gamekeeper and the monstrous Thorn Elemental. Despite having the best Seer, red boasts such wonders as the *Portal*-reject Hulking Ogre and the almost, but not entirely, un-useful Flame Jet.



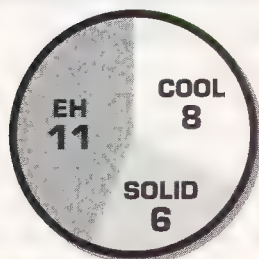
1. GREEN



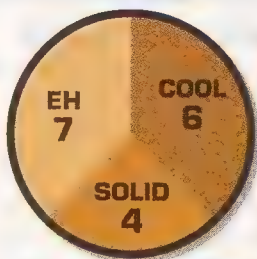
2. BLUE



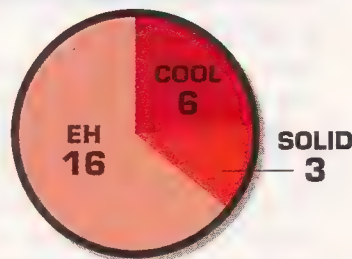
3. BLACK



4. WHITE



5. ARTIFACTS



6. RED



RIDING HIGH Pikachu the electric mouse is rolling to the top of the CCG hill.

Pokémon mania

A CARTOON CARNIVAL OF POKÉMON FUN, STRATEGY AND TRIVIA

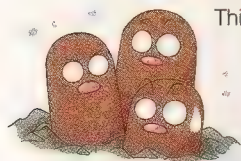
BY RICH LIPMAN, JASON SCHNEIDERMAN
AND THE IQ GAMER STAFF

Nine bucks for a booster pack! How ridiculous is that? *Pokémon* CCG card prices may be going through the roof, but that doesn't mean you should be deprived of *Poké*-goodness. Quite the opposite.

Just like you, we here at *IQ* central have fallen for the cartoons who beat each other silly without ever once drawing blood. How that's possible, we're not sure, but during our *Poké*-indulges we've come up with over 50 fun facts and spicy strategy tips to keep you entertained... at least until you can scrape up a 10-spot for a booster pack.

TOP 10 POKÉMON

10. DUGTRIO



This stage one pokémon has two effective attacks: a 40-point hit for three energy and a very respectable 70 pointer for four. Add in the rare resistance to lightning attacks and you have a formidable foe.

9. DEWGONG

This stage one evolution can either deal a healthy 50-point attack or a 30-point beating with a chance to paralyze. Either one is a painful blast and effective for the energy needed.



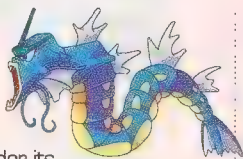
8. CHARIZARD

This top-selling stage two pokémon is the Shivan Dragon of *Pokémon*. It is big and beefy with 120 hit points and deals an amazing 100 points o' damage. Plus, you can use its fire spin with any color energy.



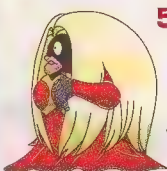
7. GYARADOS

Gyarados is a great stage one pokémon for dealing damage—say, a 50-point hit for three energy or a 40-point blast with a chance to paralyze for only four. With 100 hit points under its belt, why didn't it make number one? One word: Magikarp.



6. VENUSAUR

Any pokémon with 100 h.p. and a fearsome 60-point solar beam has to be respected. The fact that Venusaur allows you to move around grass energy at will makes this combo-friendly pokémon the big daddy of grass decks.

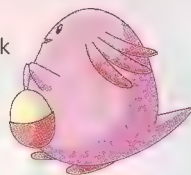


5. JYNX

A potent psychic pokémon, Jynx has 70 h.p.—a lot for a psychic—which will ensure it stays out long enough to put a hurt on other critters with its powerful meditate attack, which does more damage as its opponent gets weaker.

4. CHANSEY

The wall of choice for those who need a deck that can buy some time. This 120 h.p. monster can resist attacks with its scrunch defense or use its lethal double-edge to do 80 points of damage to its victims.



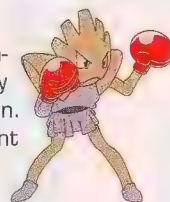
3. ELECTABUZZ



Buzz can get going on turn one with its quick thundershock attack or on turn two deliver a potent 30-point hit which can do 40 if lucky. Combine this offense with 70 h.p. and you have a potent basic pokémon who doesn't need to evolve.

2. HITMONCHAN

Another powerful basic pokémon, Hitmonchan has a 20-point attack for only one energy which makes it a great first-turn pokémon. Add in the fact that Hitmo has a 40-point attack for three makes it amazing. Seventy h.p. sure doesn't hurt either.



1. ALAKAZAM

This stage two pokémon possesses the awesome damage swap ability which can keep most of your pokémon from getting killed if used wisely. Its 30-point attack which can confuse is also nice since many pokémon are weak against psychic. The combination of defense and beatdown make this the best pokémon around... for now.



JUNGLE FEVER

Catching a fever usually isn't a good thing, but you'll want to make an exception in the case of *Pokémon's* latest set, *Jungle*. Due out July 19, the new set contains: 45 new pokémon; two pokémon from the basic set with all-new powers, Electrode and Pikachu; and one trainer, Poké Ball, which gives you a 50-50 chance to pull any pokémon out of your deck and put it in your hand. While the 48-card expansion includes a whole bunch of power for fighting and grass decks, almost any deck can benefit:

COLORLESS: The basic Kangaskhan stands like a wall at 90 h.p., can do 80 points of damage if you flip four heads or allow you to draw a card. Cute little Eevee, on the other hand, can evolve into any one of three pokémon with either electric, fire or water abilities.

ELECTRIC: A new Pikachu sparks for 20 damage, plus hits any one pokémon on your opponent's bench for 10.

FIGHTING: The useful Mankey lets you peek at otherwise hidden cards, and his evolved form, Primeape, can damage for 50, though it risks confusing itself.

FIRE: The stage one Rapidash evolves from Ponyta and packs a high speed movement which does 30 damage and has a 50-50 chance of protecting it from an opponent's pokémon the following turn.

GRASS: A boost comes from some nasty basic pokes like Scyther, whose sword dance can deliver a 60-point beating, and Pinsir's 50-point pincher guillotine move.

PSYCHIC: Mr. Mirne's mysterious wall ability to ignore damage over 30 will keep heavy hitting pokémon at bay.

WATER: Gets the shaft. The only basic pokémon is the 40 h.p. Goldeen who can horn attack for 10 damage. Whoop de doo.

So grab a vine and swing into your local game store before these *Jungle* packs are devoured and the next 48-card expansion, *Fossil*, hits stores later this year.



Magic vs. Pokémon



CATEGORY	MAGIC	POKÉMON
Easiest deck to build	Slight (cheap red creatures and direct damage)	Haymaker (low-energy fighting pokémon)
"Never leave home without it" card	Ancestral Recall	Professor Oak
Occupational hazard	Migraines from keeping up with constantly changing DCI rulings	Malnutrition from spending your entire food budget on overpriced booster packs
Color all little kids play	Red	Fire
Getting "mana screwed" usually means...	Not getting enough mana in your hand to cast spells	Buying a box of boosters and still not having enough energy to build a deck
Most useless card	Avoid Fate	Devolution Spray
Purple cards?	Hoax	Psychic
Storyline hero	Urza, planeswalking sorcerer	Ash, grade-school dropout
Most useless creature	Homarid	Magikarp
Weirdest deck type	Mirror Universe	Mulligan Mewtwo
Scary player	The extra-large guy who's been wearing the same shirt for three days	The Japanimation freak who wants to show you his "video collection"

One Hairy Bug

Yep, there's a single hairy bug pokémon in the basic set. If you guessed "Weedle," give yourself a dollar and skip to number 1,482,901. What other weird numbers exist in the world of the *Pokémon* CCG? Well, figures like these...

3 Versions of Pikachu available for play in Japan (Basic, Jungle, Surfing promo).

8 Expansions available for the Japanese *Pocket Monsters* CCG.

15 The number of colors the *Pokémon* card game would have had if several pokémon hadn't been "reclassified." We could also have had ice, poison, ground, rock and others.

25 The current price of a *First Edition* Charizard. Who said the *Magic* phenomenon would never happen again? Mox Raichu anyone?

73 Using a deck built around basic *Pokémon* cards, the maximum number of cards you can draw in a single turn.

115 Television stations that carry the *Pokémon* TV show.

120 Hit points of the biggest U.S. pokémon, Chansey and Charizard.

151 Official pokémon in the CCG universe. In Japan, they have a *Gold* and *Silver* version of the video game with more than 200 pokémon in all.

360 Damage inflicted by a self-destructing Magnetron when both players have full benches.

1,200 In seconds, the length of a DCI-sanctioned *Pokémon* match.

1,240 Maximum damage possible from a single pokémon attack. Take our word for it; it's complicated and it involves that wacky Mewtwo character.

60,000 Boxes in the first U.S. print run of *Pokémon*.

1,482,901 Number of rabid *Pokémon* CCG fans who'd rather play Drowzee than get any sleep.

11,500,000 The insane number of *Pokémon* Game Boy cartridges sold worldwide.

2,500,000,000 Total dollar value of *Pokémon* merchandise sold worldwide. Egads, that's more than France makes in a year.



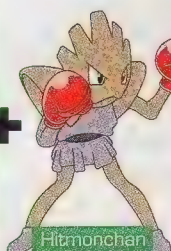
DER POKÉBUG This VW tours the country preaching the gospel of pokémon.

CELEBRITY POKÉMON

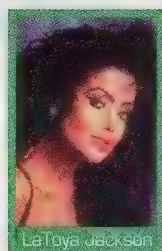
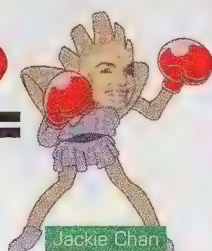
Who's more famous, Michael Jordan or Pikachu? Maybe in the real world, the superstar hoopster gets the nod, but in the world of gaming, the little electric rat comes out on top. But why not go for the best of both worlds? What if we were actually good at genetic engineering and merged celebrity and pokémon? Mwaha-ha-ha-ha.



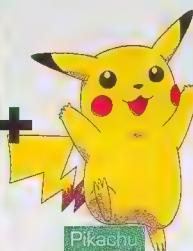
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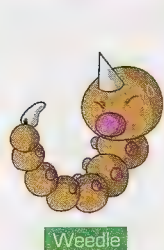
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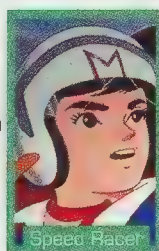
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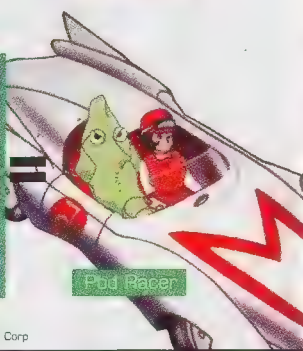
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Orassiss, Jackson, Shatner and Speed Racer photos courtesy of Everett Collection. "Harry and the Hendersons" photo courtesy of Foto Fanzines. Milhouse™ & © Twentieth Century Fox Film Corp

POKING FUN

We love football. We love *Pokémon*. They're a natural together, like peanut butter and jelly, right? Well, we thought so at least, and in honor of those cuddly critters, we designed our own li'l guy out of some rawhide and twine...



THE WALL-STALL DECK

There's really only one way to win with this deck: run your opponent out of cards. Featuring the best wall in the game, the mighty Chansey, this aptly named deck will suck up damage on its pokémon, then flush all that damage away with a clutch Pokémon Center trainer card. If you see the damage piling up on your active pokémon, cut your losses with Alakazam's Damage Swap ability, which will allow you

to move as many damage counters as you want each turn from one pokémon to any other pokémon. A Chansey sitting on your bench is a fine candidate, as long as you don't knock out the target and keep your guys alive long enough to have your opponent draw all those precious cards from his deck.

Of course, the deck does feature some offense. Hitmonchan is one of the best pokémon in the game for beatings—not its own, but the ones it delivers. Jynx is an excellent pokémon for doing damage, and really good once your opponent's pokémon has taken some hurt. Chansey, while being a great wall, also can do an 80-point attack.

Trainers, such as Energy Removal, will slow down your opponent's attack. Use Computer Search to get Alakazam out on the table to control the hits you take. Finally, what might seem like a useless card at first—Impostor Professor Oak—becomes a dynamo in this deck as it helps hasten your opponent decking himself.

Pokémon has taken the world by storm. Too bad it seems to have blown away all the cards.

the deck

POKÉMON

- 4 Abra
- 3 Alakazam
- 4 Chansey
- 4 Hitmonchan
- 4 Jynx
- 3 Kadabra
- 4 Energy Removal
- 2 Impostor Professor Oak
- 1 Pokémon Breeder
- 3 Pokémon Center
- 3 Super Energy Removal

ENERGY

- 3 Double Colorless Energy
- 7 Fighting Energy
- 12 Psychic Energy

TRAINERS

- 3 Computer Search





GARAGE
SALE



CRY FREEDOM! One of the best places to find bargain-basement priced cards is your local garage sale.

Cheap Tricks

How to scrounge up
a killer **MAGIC** deck for
\$10 or less

Does your heart cry “Juzam Djinn,” while your wallet answers “Drudge Skeleton”? Long to cream your opponent with a Shivan Dragon, but are on an Atog-sized allowance?

Fear not, friend, *InQuest Gamer* feels your pain. And we’re gonna relieve it. No, we ain’t sending out \$100 bills. *InQuest* is gonna show you the tricks to building a cool deck with little more than cheap, easily found cards. Y’see, many players tend to equate a card’s rarity with its usefulness; however, there are usually more commons worth playing, and many rares are barely worth the card-board on which they’re printed.

And we’ve got tons of commons. Sifting through all these 5¢ cards, we managed to scramble together the following tips on acquiring bargain cards and devising inexpensive deck-building strategies. Soon, you’ll be smearing your opponent economy style.

By Jeremy Smith

Magic: The Gathering is a registered trademark of Wizards of the Coast. Photos: Paul Schradl



CHEAP FACT #1 Trade one of the rares you won't use for a box full of commons you will use.

On the Cheap

There are a number of ways of getting cards without breaking the bank—even if it's just a piggy bank. If you've got a bunch of cards and have an idea for a deck, you'll undoubtedly have many extras that will serve no purpose in that deck. If you're planning on constructing a two-color deck such as the red/green one we're going to build later in the article, then no more than about half of the cards you buy in a starter or booster pack will be of any use to you. So what do you do with all of the filler?

TRADING. Well, you can kill two birds with one stone by trading with other players. Not only will you get rid of some of the deadweight in your collection, but you'll pick up a lot of cards which are useful to you at the same time.

Say you get Brink Of

Madness, a black rare from *Urza's Legacy*, in a booster and you're planning on building a red/green deck. You should have no problem finding someone who's building a black discard-based deck. Most likely, they'll also have a bunch of extra commons and uncommons that you know you can use in your planned deck. Voila—instant trade!

Make sure you know the fair market

value of the cards you're getting and giving up so you don't get screwed. The best ways to do this are by looking at a price guide such as the one on page 102, or by asking more experienced players about the values of the cards you're trading.

CHEAP FACT #2 You can dissect a \$10 preconstructed deck for a bunch of uncommons and rares you need.



PRECONSTRUCTED DECKS. Study the cards that are in the preconstructed *Magic* decks that come out with each new expansion. The whole 60-card deck will cost you under \$10 and can supply you with many useful cards. If you see some cards you like, use those as the core of your deck and snag some additional cheap cards to convert the deck to a theme or style you like better.

This strategy works especially well if you see a particularly cool rare or a few uncommons that you'd like to use. By buying the preconstructed deck, you'll be guaranteed of getting the fixed cards you want, saving you a lot of money and effort. You'll also be able to trade the rest of the preconstructed deck for other cards you need to fill out your new deck.

The *Urza's Saga* preconstructed deck, "Special Delivery," is better than a care package from our Aunt Zelda.

GROVEL. If you're really strapped for dough or don't have anything to trade, there's always the beg-and-grovel method. Well, you shouldn't have to actually plead for common cards—most players have so many extras, they'll give 'em away—but asking for charity from veteran players is a good way to start. If you happen to be at a sealed-deck or booster-draft tournament, you'll find that many players ditch most of their commons and other cheap cards, keeping only the cream of the crop for themselves. This is an opportune time to grab oodles of cheapo cards, although sometimes the best commons will still be hard to find.

BARGAIN BIN. You should be able to fill in any gaps for no more than a couple of bucks by rummaging through your local dealer's bargain bin for any stray cards you still happen to need.

Economy Sizing

Now that we've provided some tips for tracking down cards, let's put them to use to build a good, cheap deck. After all, there's a madness to our methods...um, or something like that.

Where should we start? What deck should we build? Today's tourney scene—*Tempest* through the *Urza's Saga* block—is chock full of powerful, affordable cards. If you like the good ol' mono-red Sligh deck, there are plenty of choices with Jackal Pup, Goblin Patrol and Kindle; on the opposite spectrum, a slower-moving control deck could be built on a budget with blue commons like Capsize and a ton of inexpensive counterspells like Mana Leak and Power Sink. For a weenie deck, the black, shadow creatures come to mind, like the Dauthi Marauder and Dauthi Slayer, as well as quick, useful critters such as the artifact Bottle Gnomes and white's Pegasus Charger. You could try discard with black cards like Duress and Ravenous Rats, but the best bang for your buck seems to be to hose your opponent with any number of the amply available land-destruction cards in the tourney environment.

Land destruction is our theme, which means green and red are our colors—and we also nab the added bonus of fast mana and fast creatures from green and lots of direct damage from red—but what direction do we take from here? Our budget shopping tips say we

GARAGE SALE deck



Here are a few playing tips for our cheap, green/red, land-destruction dynamo. Try to get your Llanowar Elves out quickly to get your land-kill going fast. Save your direct-damage spells for creatures that can evade your own and wait until you control the board before you use them on your opponent. And if you've got other land-destruction spells in hand, try to hold your Argothian Wurm until you've knocked your opponent down to zero lands, unless he has other big nasties on the board.

GREEN CREATURES

- | | |
|------------------|--------------------|
| 4 Acridian | 4 Llanowar Elves |
| 1 Argothian Wurm | 1 Uktabi Orangutan |
| 2 Elvish Lyrist | |

GREEN SPELLS

- 4 Winter's Grasp

RED SPELLS

- | | |
|--------------------|--------------|
| 1 Destructive Urge | 4 Raze |
| 4 Kindle | 4 Shock |
| 2 Lay Waste | 4 Stone Rain |
| 1 Melttdown | |

LANDS

- | | |
|-------------|---------------------|
| 10 Forest | 2 Slippery Karst |
| 10 Mountain | 2 Smoldering Crater |

should check out the preconstructed decks and bingo—the *Urza's Saga* preconstructed deck, "Special Delivery," is better than a care package from our Aunt Zelda. It's a red-and-green deck based around nailing your opponent with a bunch of fast echo creatures and direct damage. One of the rares, Argothian Wurm, will fit perfectly into our new deck, as will some of the other cards like Acridian, Slippery Karst and Smoldering Crater.

What's so good about the Argothian Wurm? Well, for one green and three generic mana, the Wurm is a fast 6/6 trampler which gives your opponent the ability to sacrifice a land when the Wurm comes into play to put it on top of your library. However, this supposed drawback can be turned into an advantage. We're going to utilize the Wurm's ability to its fullest by building land destruction around it.



CHEAP FACT #3 For five cents apiece, you can't beat common cards, some of which are more powerful than rares.

To start with, we're stocking the deck full of a vast array of land-kill spells. Red has three main common spells that fit this area, and we're going to use them all to build the foundation of this deck. Raze, from *Urza's Saga*, at a cost of one red mana, can be cast as early as the first turn. Stone Rain, red's staple land-destruction card, is also a natural for this deck. Lay Waste, a Stone Rain for four mana with the neat additional *Urza's Saga* ability of cycling, also makes its way into our deck.

Green has a land-destruction spell of its own, *Tempest's Winter's Grasp*. Although it's uncommon, it shouldn't be too hard to find, since it doesn't get played too often outside of dedicated land-kill decks like the one we're building. Four of these will also go into the deck. Then, we're gonna put in another uncommon, *Urza's Saga's* Destructive Urge, which causes a player to sacrifice a land whenever the creature it enchants damages him or her. It can lock your opponent down if you get it out when he has no creatures or lands in play. It also combos nicely with the Argothian Wurm's trample ability.

Since this deck is built around the idea of disrupting your opponent's game by

denying him valuable resources, we also have to be prepared to get rid of other permanents that give him mana or that hinder our own deck's progress. Since there are a few sources of artifact mana such as Mox Diamonds, plus other nasty artifacts like Cursed Scroll that'll get in our way, we need to have ways to deal with them. We'll start with *Urza's Saga's* Meltdown—

artifact when it comes into play.

Next, we put in spells that can take care of opposing creature threats, as well as cards that can hurt your opponent. The best way to do this is with direct-damage spells, since they can do both of the above. Four Kindles and four Shocks should do the trick, since you'll be able to combine them with creature combat damage to take

While the cards you're using will barely cost you anything, you can be sure that once they smack around Mr. Suitcase's deck, the look on his face will be priceless.

another uncommon, but one that's also easy to acquire. This gives you the ability to take out a number of artifacts in one shot for a low cost. We're also going to throw in the uncommon Uktabi Orangutan, since it's a 2/2 creature that destroys an

out just about any beastie used in Standard (Type II)—except fatties like the Argothian Wurm (heh heh)—and can also put the hurt to your opponent. Sometimes, the best way to kill off a creature is to get rid of its controller.

from outrageous TO AFFORDABLE

Some of the decks you'll often see in the Classic (Type I) format would set you back four digits if you wanted to buy all their cards at today's prices. *InQuest* set out to convert a typical Classic deck into a playable Standard (Type II) deck that could be bought for a tiny fraction of the original deck's cost. Although many of the cards used in Classic, such as Library Of Alexandria, have no direct equal, we tried to use cards that could serve the same function.

We started with a deck based around fast creatures like Savannah Lions and Serendib Efreets; it utilized direct damage, counterspelling capabilities and includes a healthy dose of the usual broken Classic cards like Ancestral Recall, Balance and Time Walk. Trying to match the Classic cards, we added in Whispers Of The Muse and Jayemdae Tomes for card drawing, Time Warp to replace Time Walk, Faerie Conclave and Air Elementals as substitutes for Mishra's Factories and Serendib Efreets, and lots of affordable counterspells and direct damage. The end result was something a lot cheaper.

CLASSIC VERSION → STANDARD VERSION

CARD ADVANTAGE

1 Ancestral Recall	→	4 Whispers Of The Muse
2 Jayemdae Tome	→	2 Jayemdae Tome
1 Library Of Alexandria		
1 Mystical Tutor	→	1 Mystical Tutor
1 Regrowth	→	1 Reclaim
1 Timetwister	→	1 Diminishing Returns
1 Time Walk	→	1 Time Warp

CREATURES

2 Mishra's Factory	→	3 Faerie Conclave
3 Serendib Efreet	→	3 Air Elemental
2 Gorilla Shaman	→	1 Morphling
4 Savannah Lion	→	4 Jackal Pup

DEFENSE/DIRECT DAMAGE

1 Balance		
1 Disenchant	→	2 Disenchant
1 Fireball	→	1 Blaze
3 Lightning Bolt	→	3 Shock
4 Mana Drain	→	4 Counterspell
3 Swords To Plowshares	→	3 Pacifism
1 Zuran Orb	→	1 Reaping The Rewards

MANA

1 Black Lotus		
3 City Of Brass	→	4 City Of Brass
1 Gemstone Mine		
5 Moxes		
1 Sol Ring	→	1 Fellwar Stone
4 Strip Mine		
4 Tundra	→	3 Plains
4 Volcanic Island	→	5 Mountain
4 Wasteland	→	3 Wasteland

\$2,499 → \$33



Capping off the destruction theme, we're gonna add a couple of Elvish Lyrists. These guys can double as 1/1 creatures until they're needed to knock out nasty enchantments.

We'll need some more creatures to fill in the remaining spots. Four Llanowar Elves will help give you the fast mana you'll need to start pumping out land-kill spells at a regular rate. Acridian, a 2/4 echo creature for two mana, can block virtually any creature you'll see and is a huge bargain for its cost. And, of course, we're putting in a copy of the deck's only rare, the Argothian Wurm.

Finally, we need some lands of our own. Basic lands will do just fine for this deck, since it's only two colors and almost all the cards require one mana of either specific color. We'll also put in a couple each of Slippery Karst and Smoldering Crater, which do the same thing as basic lands but can be cycled away in the late game once you don't need any more mana.

And remember, as each set of Magic is released, you get a bunch more "throw-away" commons and uncommons to draw from. There are so many cards out there right now that people aren't using, it shouldn't be hard to build an inexpensive deck to your liking.

With all the pieces in place, we'll need to test out the deck. Since decks in your area may vary, we'll leave the sideboard construction up to you.

Free Form

Now that you've got an idea of how to build a cheap deck, feel free to experiment with it. You may find that you have an affinity for certain other cards that may fit into your deck. You may also find some uncommons or rares that'll complement your deck nicely without lightening your wallet too much.

While the cards you're using will barely cost you anything, you can be sure that once they smack around Mr. Suitcase's deck, the look on his face will be priceless.

Legend has it, freelancer Jeremy Smith once traded all the way up from a regular starter deck to a Max.

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STAR WARRIORS

Allies and adversaries for your *Star Wars* roleplaying campaign

by Paul Sudlow

The Force must be with you. It took you and your team weeks to track down the old Jedi, but you finally located his hidden home on a distant planet in the Outer Rim. The Jedi is none too thrilled to be disturbed, but the man who hired you is merely a historian looking to meet with the ancient master. Or so you thought.

Your employer's disguise melts away to reveal his true form; a black-and-red tattooed face burning with hatred. One fiery, red blade ignites, and then the other as Darth Maul sneers at you with bright, yellow eyes...

Okay, so maybe that's not the best situation to be in, but one of the biggest thrills of roleplaying games is coming face to face with the universe's greatest heroes—and villains. However, with the license for a "Star Wars" roleplaying game stuck in limbo, it may be a while before you see stats for the characters from "The Phantom Menace."

Fear not—*InQuest* is here to supply you with the lowdown on the main characters, complete with stats for West End Games' *Star Wars* RPG. These stats and descriptions reflect how Obi-Wan and friends might appear immediately after the events of "Episode I." Well, except for Darth Maul; let's pretend it was just a flesh wound.

JEDI RUMBLE Now you too can play "split the Maul" in your "Star Wars" RPG.



DARTH MAUL

Background: Darth Maul is an imposing humanoid given entirely over to the dark side of the Force. His face is tattooed in an intimidating mask of crimson and black. The apprentice of Darth Sidious, Maul has been trained in the dark arts of Sith lore and combat. He acknowledges no man or woman as his equal, and only Darth Sidious as his master. However, Maul is impatient and has not yet learned the value of biding his time. His entire demeanor is that of a caged animal seething with rage kept just barely in check.

Abilities: A fierce warrior and dark lord of the Sith, Maul has devoted his entire life to defeating Jedi in personal combat. He is at the pinnacle of his fighting capabilities and is perhaps one of the greatest lightsaber duelists in the galaxy, as demonstrated by his ability to not only combat two Jedi at once, but to even place them on the defensive.

However, he rarely initiates open combat because he does not wish to draw the attention of the Jedi to the existence of the Sith. This does not mean, of course, that he refrains from killing—simply that he dispatches his opponents silently and without witnesses. Unlike Jedi, Maul frequently relies on droids to help him in his work.

Campaign Ideas: As the servant of Darth Sidious, Darth Maul is frequently dispatched on various errands for his dark master. Since he is one of only two living Sith lords, he is probably far too

powerful for the characters to handle on their own. As a foil of an adventure or background manipulator, however, he is ideal.

- The characters are charged with tracking down a missing or retired Jedi by a historian who wishes to record the Knight's deeds. This historian is a disguised Darth Maul, who is using the characters as resources to help him locate the hidden Jedi so he can continue his quest for vengeance. When the characters find the Jedi, Maul strikes. The characters can't take Maul alone, but with the Jedi's help they might drive him off.

- The characters are dispatched by the Jedi Council to recover an ancient Sith holocron—a fist-sized crystal that holds a repository of Jedi lore—newly discovered on an Outer Rim world by a team of prospectors. Darth Sidious learns of it and sends his own servant to recover the holocron first. Maul is not free to unleash his full talents against the Jedi because to do so would be to reveal the Sith. But he can make plenty of trouble as he schemes to steal the holocron. Of course, this adventure works best if the characters are Jedi and can make some use of the holocron.

STATS

DARTH MAUL, SITH APPRENTICE

DEXTERITY 2D: Blaster 6D+1, brawling parry 7D, dodge 8D+2, lightsaber 9D, melee combat 7D+1, melee parry 7D+2

KNOWLEDGE 3D+2: Alien species 5D, intimidation 7D+2, languages 5D, planetary systems 5D+2, willpower 7D

MECHANICAL 3D+1: Astrostation 4D+2, repulsorlift operation 5D+1, space transports 6D, space transports: Sith Infiltrator 7D, starship gunnery 5D+2, starship shields 5D

PERCEPTION 3D: Command 7D, hide 5D+2, persuasion 4D+2

STRENGTH 2D+2: Brawling 6D+1, climbing/jumping 5D+2, lifting 4D, stamina 5D

TECHNICAL 3D+1: First aid 4D, droid programming 5D, lightsaber repair 5D

FORCE SKILLS: Control 5D+1, Sense 6D+1, Alter 6D+1

CONTROL: Absorb/dissipate energy, concentration, emptiness, hibernation trance, rage

SENSE: Danger sense, life detection, sense path, sense Force

ALTER: Bolt of hatred, telekinesis

CONTROL AND SENSE: Lightsaber combat

CONTROL AND ALTER: Electronic manipulation, feed on dark side, inflict pain

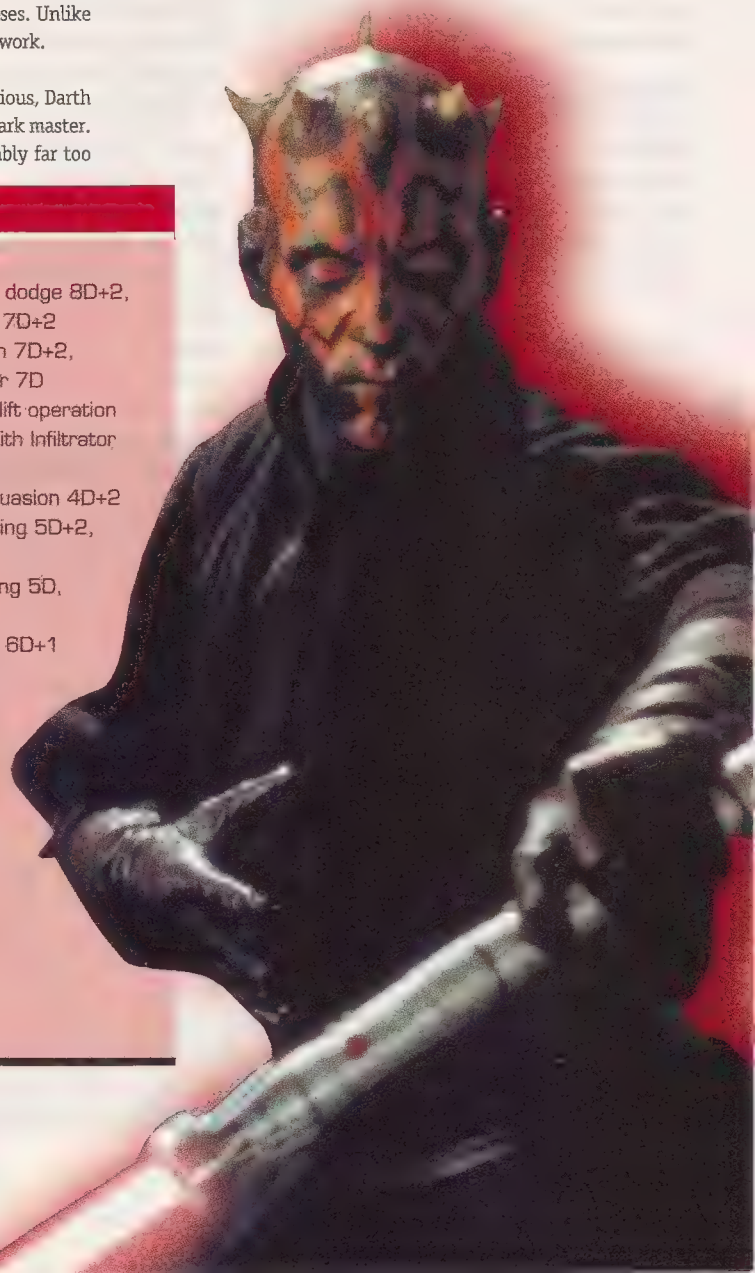
CONTROL, SENSE AND ALTER: Affect mind

SENSE AND ALTER: Dim other's senses

FORCE POINTS: 2

DARK SIDE POINTS: 12

CHARACTER POINTS: 25



OBI-WAN KENOBI

Background: Obi-wan Kenobi is a skilled and newly elevated Jedi Knight. In contrast to his former master Qui-Gon Jinn, he is less centered on people than on causes and crusades. To Kenobi the idealist, the mission is all-important.

Brash and headstrong, Kenobi is given to bold actions and emotional statements. In one such moment, he promised Jinn that he would take young Anakin Skywalker under his wing, against his better judgment. Kenobi is a man of his word, however, and does his best to live up to it. Raised from birth by the Jedi Order, Kenobi has no family ties and has recently lost his closest friend and father-figure. Despite his misgivings about Skywalker, he is likely to draw close to the boy as they travel together.

Abilities: Obi-wan Kenobi is by no means the greatest fighter among the Jedi, but he is nonetheless a competent and deadly warrior. He is skilled in Jedi combat, and also has a keen grasp on other practical matters, such as caring for and flying starships. He has a solid foundation in the principles of the Jedi arts, but has not yet mastered its finer points.

Campaign Ideas: As a newly promoted Jedi Knight, Obi-wan doesn't have much pull with the Jedi Council and is a likely candidate for the

jobs and missions the other Jedi see as less desirable, most particularly those promising more conflict than mediation. This is fine with Kenobi in most cases, because unlike the ideal Jedi who craves not excitement, he lives for it.

- Qui-Gon Jinn's former dealings with a gambler or crime boss have come back to haunt Obi-Wan as thugs are sent to get money they believe Qui-Gon owed them. The characters come in on one of two sides: Either they are the ones sent to deal with Obi-Wan—at which point, they may find themselves between a rock and a hard place and must reconsider sides—or Obi-Wan hires them to investigate if the gambler's claims are valid. If it's the latter and the claims are valid, Obi-Wan is willing to make up for whatever problems were caused. If not, woe to those who incur the wrath of a Jedi wronged...

- Obi-wan has been sent to "talk" a band of regional warlords into ceasing their seasonal raids on an agrarian world that is not protected by the Republic. He's surprisingly successful, but one warlord heads back to his fortress to prepare an invasion of the planet anyway. The characters, already on the planet, are witness to the raid and are recruited by Kenobi to help him defuse the situation through force—and Force.

STATS

OBI-WAN KENOBI, JEDI KNIGHT

DEXTERITY 3D: Blaster 5D, brawling parry 6D, dodge 6D, lightsaber 8D+2, melee combat 6D, melee parry 7D+1

KNOWLEDGE 3D+2: Alien species 6D, bureaucracy 5D, cultures 4D+1, intimidation 4D, languages 5D, planetary systems 4D+2, scholar: Jedi lore 6D, streetwise 4D+2

MECHANICAL 2D: Astrostation 4D, beast riding 3D, repulsorlift operation 4D, space transports 5D, starship gunnery 3D+1, starship shields 3D+2

PERCEPTION 3D+1: Bargain 5D, command 5D+1, con 4D, hide 5D+2, sneak 6D

STRENGTH 3D: Brawling 5D+2, climbing/jumping 5D, stamina 4D+2, swimming 4D

TECHNICAL 3D: First aid 4D, security 5D, space transports repair 5D+1

FORCE SKILLS: Control 9D, Sense 7D+1, Alter 6D+2

CONTROL: Absorb/dissipate energy, concentration, control pain, detoxify poison, emptiness, enhance attribute, hibernation trance, reduce injury, remain conscious, resist stun

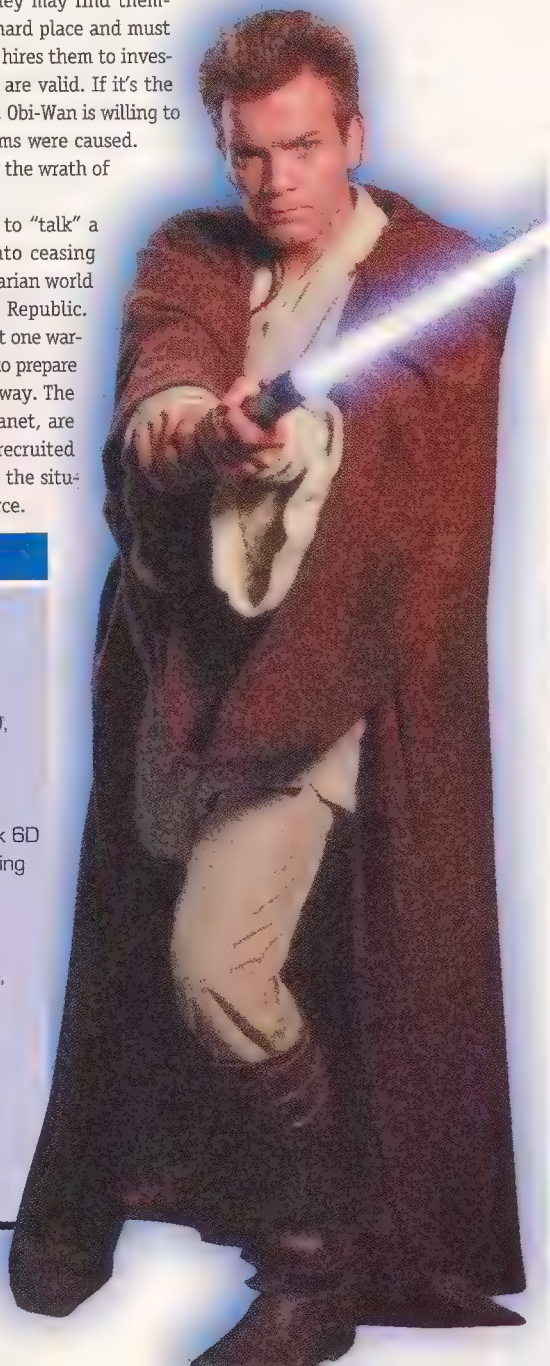
SENSE: Combat sense, danger sense, life detection, life sense, sense Force

ALTER: Telekinesis

CONTROL AND SENSE: Lightsaber combat

FORCE POINTS: 4

CHARACTER POINTS: 14



ANAKIN SKYWALKER

Background: Anakin was born to Shmi Skywalker, a slave owned by Gardulla the Hutt on Tatooine. When he was very young, he and his mother were acquired by Watto the junk dealer, who detected and encouraged the boy's natural mechanical aptitudes. A few years later, "Ani" was racing pods and using his uncanny instincts to bargain with traders and jawas on behalf of his master.

Anakin is a generous and optimistic boy, given to impulsive demonstrations of kindness, such as helping down and outs in Mos Espa or a young handmaiden fix her ship. His face hardens when the subject of slavery arises, however, and he harbors a great fear for his mother, whom he misses terribly.

Abilities: Anakin has always had a special talent for seeing things no one else could see, but it wasn't until Qui-Gon Jinn entered his life that he could put a name to his abilities.

He is just embarking on his career as a Jedi padawan under the tutelage of Obi-wan Kenobi, so he is only now learning to apply the basic skills of a Jedi. He also has a great mechanical and technical aptitudes, natural bargaining skills and shows great promise as a starfighter pilot.

Campaign Ideas: As padawan to Obi-wan Kenobi, Anakin travels with his master on his assignments. He might also be encountered in the company of R2-D2. His outgoing personality and kindness to strangers make it natural for characters to make acquaintance with him should they happen to end up in the same cantina or spaceport.

- Even as a Jedi apprentice, Anakin's impulsive behavior can get the best of him. This time it happens to be in favor of the characters. At some point in your campaign, when the characters are down on their luck, Anakin helps them out. Some time later, the boy comes back to the characters for help. He has discovered an underground slave trade and seeks their help to put an end to it. Of course, he is doing all of this without the consent or knowledge of his master Obi-Wan.

- While on assignment on a planet, young Anakin is threatened by an old prophet who proclaims the boy is a harbinger of doom and sends his cultist followers to destroy the boy. An old Jedi master, powerful in the Force but rejected by the Council, foresees the prophecy as well, but he also sees that Anakin will ultimately be the Republic's savior, though he doesn't know how. Fearing the repercussions of the boy learning his fate, the Jedi hires the characters to secretly trail Anakin and ward off the cultists.

STATS

ANAKIN SKYWALKER, JEDI APPRENTICE

DEXTERITY 3D+1: Dodge 4D+2, melee combat 4D, melee parry 4D, thrown weapons 3D+2

KNOWLEDGE 3D+1: Alien species 5D, cultures 4D+2, cultures: Tatooine 7D, languages: Huttese 4D, streetwise 5D+1, willpower 4D

MECHANICAL 4D: Starship piloting 4D+2, beast riding: bantha 5D, repulsorlift operation: podracer 9D+1, starfighter piloting 4D+1, starship gunnery 4D+1

PERCEPTION 3D+1: Con 4D+2, hide 5D, persuasion 5D

STRENGTH 3D:

Brawling 3D+1 climbing/jumping 3D+2

TECHNICAL 3D: Droid programming 6D, droid repair 6D+2, repulsorlift repair: pod racer 6D

FORCE SKILLS: Control 3D, Sense 2D

CONTROL: Enhance attribute

SENSE: Danger sense, receptive telepathy

FORCE POINTS: 3

CHARACTER POINTS: 12

QUEEN AMIDALA

Background: Amidala is the spirited young queen of the Naboo. Only recently elected, her leadership capabilities were tested by fire when her world was invaded by the Trade Federation. Reluctant to resort to military action, she is nonetheless resolute when events force her into battle.

Amidala has made her mark in the galactic political arena, but largely leaves foreign policy to Supreme Chancellor Palpatine and Naboo's new Republic senator. Her initial attempts at forging alliances with other leaders—particularly Prince Antilles of Alderaan and former Supreme Chancellor Valorum—died on the vine in the aftermath of the Trade Federation affair, but she is forging ahead and mending fences as best she can. Domestically, she enjoys wide support of the Naboo people and has managed to establish relations with the secretive gungan who live in Naboo's seas and lakes.

The queen is headstrong but kind. She has led something of a sheltered life, and is extremely curious about how people live in other areas of the galaxy—perhaps overly so.

Abilities: As a Naboo noble, Amidala has been trained in self-defense and rudimentary military tactics. She is a deadly marksman with a blaster and level-headed under fire. She is also an able diplomat. Though a peace-loving young woman, Amidala has the heart of a warrior. In the aftermath of the Trade Federation's occupation, she is unlikely to leave Naboo as militarily unprepared as it was when she ascended the throne.

Campaign Ideas: Amidala spends most of her time at court in Theed, but also takes frequent junkets to various locales on Naboo, as well as neighboring worlds and the capital planet Coruscant. Characters are most likely to encounter her in political settings, though it's never long before Amidala puts herself in the center of the action.

- The characters are part of Amidala's trade envoy, which is visiting the Core world Corellia in an effort to improve trade relations. Talks are going well, but a dissident noble frames one of the Queen's handmaidens as a spy. While the Queen is handling the political end, Panaka and the characters must quietly clear the girl and discover the true culprit.

- On an Outer Rim planet, the characters encounter a young female traveler who has gotten into trouble with the local law. Only after agreeing to help her and becoming targets of her pursuers themselves do the characters learn her true identity and plight: A disguised Queen Amidala was investigating a planet with which Naboo was considering opening trade relations and fell into trouble when law officials who were hurt financially by the fall of the Trade Federation discovered her identity. Of course, they blame Amidala and anyone sympathetic to her—i.e., the characters.

STATS

QUEEN AMIDALA, YOUNG NOBLE

DEXTERITY 3D: Blaster 5D, brawling parry 4D, dodge 5D, melee combat 4D+1, melee parry 4D

KNOWLEDGE 4D: Alien species 5D, bureaucracy 6D+2, cultures 7D, languages 4D+2, planetary systems 5D, willpower 5D

MECHANICAL 2D+2: Beast riding 3D, repulsorlift operation 4D+2

PERCEPTION 3D+1: Command 7D+2, con 5D+1, hide 5D, persuasion 5D, persuasion: debate 7D+2

STRENGTH 3D: Brawling 4D+2, climbing/jumping 4D, lifting 4D+1

TECHNICAL 2D: First aid 3D+1

FORCE POINTS: 3

CHARACTER POINTS: 12



ENEMY DROIDS

Battle Droid: Baktoid Armor Workshop's battle-hardened droids are the foot soldiers of the Trade Federation Army. Slender duck-billed fighting machines, battle droids can be mass-produced cheaply and, in large numbers, can overwhelm a superior human force because they never break or tire.

Battle droids do have one major weakness: They don't have brains. To make them both cheaper to produce and less vulnerable to combat damage, these drones lack higher function AI processors—processors which allow other types of droids to communicate, solve problems and manipulate appendages. Battle droids instructions come from an encrypted datastream continuously broadcast from an external source, usually a command ship or fortified bunker. Without the data stream, these droids can't even walk.

Infantry units are cast in a basic whitish alloy, and are issued a blaster rifle. Specialized units are color-coded, and generally "smarter." Officers have yellow markings and are issued macrobinoculars and are also better shots. Pilot droids fly the troop transports, and sport blue markings. The maroon-coded security troopers maintain defensive parameters around valuable assets and guard prisoners.

Destroyer Droid: Baktoid Armor Workshop's destroyer droids—also known as wheel droids—are not as common as the battle droids, because they are a lot more expensive to produce. Battle droids are designed primarily to operate in urban or shipboard environments, where their ability to move fast over smooth terrain is maximized; they are not as effective on uneven terrain. Their firepower is deadly, but what makes destroyer droids truly dangerous is their deflector shields. A wheel droid cannot be damaged by small-scale energy weapons as long as its shield is raised.

Campaign Ideas: Battle droids are a cinch to work into just about any campaign, including one set in the Imperial or New Republic eras. Because they are so inexpensive, battle droids might be found in the service of a crime boss or petty warlord. World governments and corporations may also employ them in a security role.

- The characters are hired to protect an isolated settlement from a band of raiders who plague the area. This season the raiders have a new toy—a battle droid army. To save the settlement, the characters must slip aboard the pirates' huge sailbarge command center and destroy the control computer hidden inside.

- A friend or ally of the characters has been imprisoned by an enemy that employs battle and destroyer droids for its prison defenses. The characters must infiltrate the prison and work their way past increasingly challenging foes. Of course, if they can find a way to deactivate the primary command relay, they'll have a much easier go of it. However, they may be thrown for a loop when they are suddenly surrounded by elite droids—ones that don't rely on the data stream—that had been playing dead.

IQ Gamer Associate Editor Paul Sudlow was brought to tears when he couldn't find space in this feature for Ki-Adi-Mundi's stats.

STATS

BAW BATTLE DROID, INFANTRY UNIT

DEXTERITY 3D: Dodge 4D, blaster 5D+1, blaster artillery 4D, vehicle blasters 4D+2

KNOWLEDGE 2D+2

MECHANICAL 3D: Repulsorlift operation: AAT 5D, repulsorlift operation: STAP 5D

PERCEPTION 4D: Search 5D+1

STRENGTH 2D+2

TECHNICAL 3D:

Droid repair 4D, security 3D+2

EQUIPPED WITH:

- Movement sensor (+2 to search for moving objects up to 75 meters away)
- Blaster rifle (5D+2)
- Continuous command link to control ship

SIZE: 1.7 meters

BAW DESTROYER DROID

DEXTERITY 4D: Dodge 4D, blaster 5D+1

KNOWLEDGE 3D

MECHANICAL 3D

PERCEPTION 3D: Search 6D+1

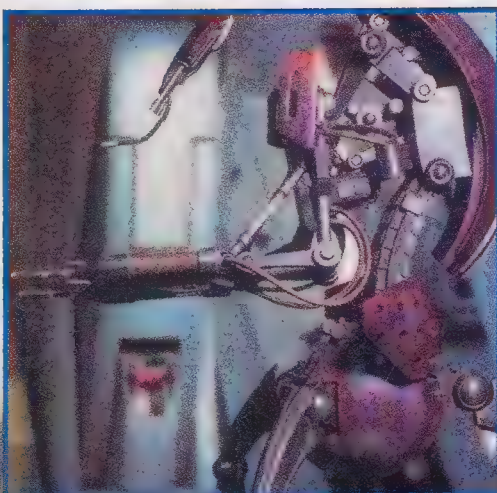
STRENGTH 2D+1

TECHNICAL 2D+2: Security 4D+2

EQUIPPED WITH:

- Movement sensor (+2 to search for moving objects up to 100 meters away)
- 2 twin blaster cannons (6D each)
- Internal energy shield generator (immune to character scale energy weapons)
- Continuous command link to control ship

SIZE: 1.8 meters



The map is a hand-drawn illustration of the EverQuest world. It features a central landmass with various regions labeled: **KALAS** at the top, **MERIAK** to the northeast, **RIVERVALE** in the center, **Oeynos** to the west, **Freeport** to the east, **Oggok** in the south, **Kaladim** to the southeast, **Kiletia** further east, and **GROBB** at the bottom. Other labeled areas include **ERUDIM** on the far west, **Freeport** on the east coast, and **GROBB** at the bottom. The map is surrounded by water bodies like **The Burning Sea** and **The Tamarion Desert**. A large red dragon is depicted in the bottom right corner, and a small red dragon is in the top right corner. The title **EVERQUEST** is written in a large, stylized, red font at the bottom.

Adventure

Survive *EverQuest* with *IQ Gamer's* ultimate travel guide

Where's the Dungeon of the Dead?

*How do I navigate the perilous
Beholder Maze?*

When will I run into vampires?

These are questions you're gonna ask yourself eventually as you wander *EverQuest's* world of Norrath. But why spend 400 frustrating hours clueless, lost and struggling to make that next experience level? Instead, take our guided tour of the Norrath's three major continents: Antonica, Odus and Feydwer. Not only will we give you a bird's eye view of all the hottest spots to visit, but we're gonna show you beginners out there the fastest way to make cash and experience in your home zones.

Here's a time-tested survival kit to exploring *EverQuest*. Don't leave home without it.

By the IQ Gamer staff

ANTONICA

Antonica is the motherland of Norrath, the largest of its five continents and home to its two largest cities—Qeynos and Freeport. The land is defined by its diversity; the terrain ranges from arctic wastes to scorching sands, while the civilized races consist of diminutive halflings to towering ogres and everything in between.

The continent is essentially divided into two halves, separated by the Highpass Mountains. Qeynos, Everfrost and the Karanas dominate the north/western half, while the south/east is comprised primarily of Freeport, the Commonlands and the desert Ro. Traveling cross-continent is not a trip to be taken lightly; it is a long and dangerous journey—you may run into a 40th-level cyclops—and the trip should not be attempted until you have some experience under your belt.

Meanwhile, there are many places to explore in Antonica on both sides of the continent, but be wary of the wildlife. Hill giants and griffons—both of which can pound you for as much as 100 damage per shot—roam the vast

countryside of Karana and the Commonlands, the continent's two largest open areas. Meanwhile, those traveling in the desert of Ro would be wise to avoid contact with the 30th-level sand giants and aptly-named terrorantulas which can slay a 15th-level warrior with just one poisonous sting.

EASY EXPERIENCE: Once you've outgrown the easiest areas in the west, the hills of Qeynos and the open tundra area of Everfrost are good spots to find wildlife suitable for hunting, ranging from 7th-level snow leopards to 13th-level mammoth calves. Good prey, including giant bats and a variety of lions, can also be found in the Karanas, though you are advised to stay close to the guard towers and keep a careful vigil for wandering hill giants.

Across the continent, the ever-green glade of Misty Thicket—located next to the halfling village of Rivervale—is an excellent area for improving your skills, all the way up to 13th or 14th level. A good-aligned adventurer who starts his career in Freeport

ANTONICA

BLACKBURROW: The only passage between Qeynos Hills and Everfrost Peaks, the home of the gnolls of clan Blackburrow is the most popular low-level dungeon in the land. However, when someone yells "train" head for the exit—you might be able to handle two gnolls at once, but not 15!

SPLITPAW: In the center of the land of South Karana rests a small cave leading down into the lair of the gnolls of clan Splitpaw. Defeat the gnoll shamans and you may walk away with a Runed Totem Staff, one of the more popular spellcaster weapons in the land.

HAND SOLO If you want to thumb through cool places like the Estate of Unrest, our Norrath travel guide will come in handy.



The Northlands

The Harchlan

QEYNOS

Erud's Crossing

PERMAFROST: The entrance to this chilling dungeon is a stone fortress nestled into the southern rockface of Everfrost Peaks. Three Ice Giants stand sentry, but a secret entrance far to the east of the fortress gives you safe passage into this unsafe place.

BEHOLDER MAZE: The most popular passage through the mountains that separate Qeynos and Freeport. Keep to the right and run like heck, lest the minotaurs and brain-smoldering evil eyes that roam this maze-like gorge lock their sights onto you.

HIGHPASS HOLD: One of the rare non-starting towns where you can find a bank, this wilderness community rests way up in the mountains. However, powerful orcs and gnolls often ram-page through the town, and the guards aren't always there to protect you.

BEFALLEN: The entrance to this dungeon of the dead is nestled in the sand dunes along the southern edge of the Western Commonlands. Shadowknights drop keys to the lower levels when defeated, allowing you to work your way toward dangerous elf skeletons and the powerful mummy Colonel Windstream.

GYPSY CAMP: In the Oasis of Marr, just off the coast of the Ocean of Tears, lies a gypsy camp where you can purchase rare spells and magical combine weapons. Just watch out for wandering sand giants and dry bone skeletons!



may want to consider making the trip to Rivervale and finding a skilled spellcaster to make the peaceful town his permanent residence. Once you hit the teens, try skinning the gators in the Oasis of Marr for some of the fastest experience anywhere.

FAST CASH: If you start your adventuring career in the West, no area is more lucrative than the snowy lands of Everfrost; just about everything you kill carries cash and/or sellable items. As you increase to about 6th level or higher, look to gnoll-infested dungeons like Black-burrow and Splitpaw. As your levels work up to double digits, you will benefit from stalking bandit and gypsy camps in the Karanas. In the east, the money will start to flow once you can take on orc and bandit camps in the Commonlands, as well as the dervish camps in Ro. With a good group, you can start tackling these places as low as 8th level.

ODUS

Ah, peace and quiet. If you're looking for a lot of space and ample low-level monsters to harass, the least-traveled continent in Norrath, the western-most Odus, is the place to be. Currently only two zones outside the starting city of Erudin are supported, Toxxulia Forest and Kerra Isle, and the Forest gets really, really dark after 8 p.m. so bring your infravision.

EASY EXPERIENCE: Newbies should stay close to the Erudin entrance and try their hands at kobold runts, moss snakes and decaying skeletons. Don't make the mis-

take of attacking an innocent-looking pixie—you'll be roasted faster than a turkey in November. Once you've advanced to 4th level or so, cross the silver bridge and head to the south of Toxxulia Forest. There you can battle kobolds at various camps and slug it out with the deadlier 6th-level skeletons. For 8th or higher level parties, head out to Kerra Isle and pound kerran males and females, while avoiding the ultra-dangerous kerran high guard.

FAST CASH: Go for the kobolds! If you're just starting out, hunt down kobold runts; once you tackle 3rd level, you can try your hand at the more advanced kobold watchers and the like. On average, these furry werewolf-looking guys ring up one or two silver each time, and

ODUS

ERUDIN: Home to those adventurers who make their start in Odus, the city is connected by a series of teleporter pads. The only way off Odus to the mainland is the Qeynos boat located at the city docks.

SILVER BRIDGE:

Separates Upper Toxxulia (newbie monsters) and Lower Toxxulia (tougher creatures like skeletons). Unfortunately, the bridge is usually guarded by a hulking troll named Rungupp, who loves to cast Blindness on you.

KERRA ISLE:

Swim straight out from Elial Brook's dock and you'll eventually hit the island home of the cat-like kerrans. Recommended for hardy parties; the kerran pridesman can tear a single adventurer apart.

THE HOLE: The skeleton mine in the southern section of Toxxulia Forest serves as the entrance to the Hole and the necromancer city Paineel within. Foul creatures sleep in the deep dungeons beneath the surface. The Hole should be available as a free download from 989 Studios within the next two months.

SPIDER ISLAND: In addition to giant snakes, kerran spiders and mad sailors, this small isle in Erud's Crossing hosts vampire bats and a sunken ship guarded by zombie pirates.



KOBOLD CAMP:

These tents are home to a steady spawn of kobold sentries, shamans and watchers. Great for silver, bags to carry your stuff in and solid experience up through 6th level.

occasionally you'll get lucky and score a large bag or belt pouch. Don't sell these! It's usually better to keep storage items to increase your holding space. What else is lucrative prey? Third level or higher characters can go after Fire Beetles—their eyes provide a light source in the dark forest and can be sold for two or more silver apiece. Finally, unless you're a necromancer and want the bone chips, avoid skeletons—they give you zippo in the coin department.

FEYDWER

To the east of Antonica, across the Ocean of Tears, lies the continent of Feydwer. This enchanted place is home to many of Norrath's wee-folk—dwarves, elves and gnomes, as well as pixies, faeries and the ill-tempered brownies.

However, Feydwer is also home to some of the lands most terrifying locales. The underwater city of Kedge is located beneath the waves of Dagnor's Cauldron, while just beyond Lesser Faydark lies Mistmoore Keep, home to a 53rd-level vampire.

EASY EXPERIENCE: If it's experience you're looking for, Butcherblock is your best bet. There is a large variety of wildlife, and guards are located throughout the zone that can protect you if a fight goes awry. Find your way to a three-way fork known by the locals as "The Crossroads," set up camp and you're golden. At higher levels, the Chessboard with its undead pawns, knights and bishops is excellent for experience, but miserable for cash.

FAST CASH: If you're looking for easy money in Feydwer, try the various orc, goblin and bandit camps in Faydark and Butcherblock. You'll need a decent-sized group to handle these camps, since targeting one monster in the group usually brings them all running your way. At higher levels, one of the best cash-spots is Butcherblock's Orc Oracle camp, around the mountain and not far from the Chessboard. The bandit camps in Lesser Faydark are also lucrative, though the surroundings are more dangerous.

The IQ Gamer staff would love to spend a month investigating the world of Norrath, but they have absolutely no desire to explore the dark caverns of Uranus.

FEYDWER

THE CHESSBOARD: Cut a right when entering Butcherblock from Faydark and you'll come to the crumbled remains of an enormous chessboard. There you can fine-tune your combat skills on undead pawns, bishops, knights and kings—towering skeletons that stand 15 feet tall.

CRUSHBONE CITADEL: Not far from Kelethin there is a cave that leads to the place most of Feydwer's orcs call home. Venture into the citadel itself and you may come face-to-face with Emperor Crush and his vile dark-elf aide Ambassador Dvinn.



THE ESTATE OF UNREST:

Head to the right along the shoreline in Dagnor's Cauldron and you'll come to a cave leading to the Estate of Unrest. It's perpetually night in and around this rickety old house, teeming with ghouls, screeching hags and giant prowling hands.

THE WINDMILLS OF STEAMFRONT:

This is a popular meeting place just outside the gnomish city Ak'anon, with prey ranging from clockwork rodents to ebon drakes. Just beware the rampaging minotaur hero who occasionally romps through the area, killing everything in sight.

KillerDecks

Deadly Living by Randy Buehler

Don't look now, but Recurring Nightmare decks seem to have survived the nightmare of recent bannings. In the post-Classic Edition world, the combination of Survival Of The Fittest and Living Death is still really powerful.

How to Play

Because this deck uses Survival Of The Fittest and plays a wide assortment of creatures, you can go find the perfect creature for any situation that arises. Most of the creatures in this deck have some sort of useful "187" ability; that's the slang for an ability that triggers whenever a creature comes into play. Faced with a nasty artifact? Go get the Uktabi Orangutan. Being Maro-ed to death? Time for the Bone Shredder. Jackal Pups beating you down? Block with a Wall Of Blossoms.

Once you get Oath Of Ghouls, Living Death or Coffin Queen up and running, you can use these creatures over and over again to get further ahead. Eventually, you'll attack and kill your opponent, but that isn't really why the deck wins; blowing up just about every land, creature, artifact or enchantment that your opponent plays is what makes your game.

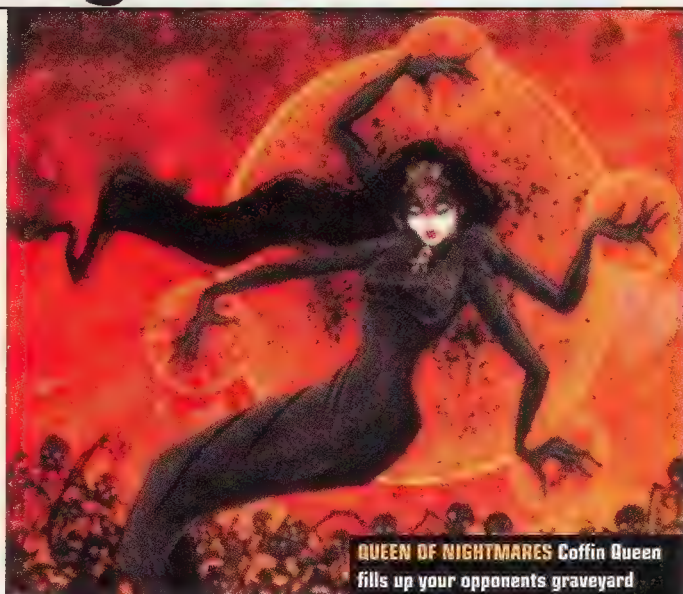
You have to like to think strategically if you play this deck. Once you put Survival Of The Fittest on the table, you'll have to make a lot of decisions about exactly which creatures you go after with the Survival. When playing this deck you must know the contents of your library by heart. If your opponent is attacking with lots of creatures, it's obvious that you want to kill or block them. However, not everyone's strategy is so apparent. If you think he's going to cast Show And Tell to get Mind Over Matter into play, you'll want to have Monk Realist ready—or at least have Survival mana untapped so you can get the Realist as a response to Show And Tell. If he's building up to some expensive spell, then you want to figure out how much mana he needs and prevent him from getting there with Avalanche Riders. Afraid

he might cast Hatred and kill you? Go get the Spike Weaver. If you ever run out of creatures to Survival

away, don't forget that

you can pay three red mana to bring Shard Phoenix back to your hand during your upkeep. Even when it costs you one or two life by using painlands, it's usually worth it.

When your opponent isn't doing something threatening, it's time to implement your own game plan. You almost always win by casting Living Death and bringing a huge number of creatures into play all at once. The best way to set up this gambit is by casting a Hermit Druid and activating it several times. It's almost always good to fatten up your graveyard. And once you have a bunch of creatures there, Oath of Ghouls and Living Death become really powerful. It also gives you lots of options if you draw Coffin Queen or Volrath's Stronghold. If you don't already have an Oath or a Living Death, then you can use the Hermit to randomly spill one into the graveyard where you can retrieve it using an Anarchist or Monk Idealist. If you have the time, try to Survival one of these creatures into your hand before the Druid puts them into your graveyard.



QUEEN OF NIGHTMARES Coffin Queen fills up your opponents graveyard while you fill up your own.

the deck

ARTIFACTS

2 Scroll Rack

BLACK

1 Bone Shredder
1 Coffin Queen
1 Gravedigger
3 Living Death
2 Oath Of Ghouls
1 Phyrexian Plaguelord
1 Thrull Surgeon

BLUE

1 Tradewind Rider

GREEN

4 Birds of Paradise
3 Hermit Druid
1 Spike Feeder
1 Spike Weaver
4 Survival Of The Fittest
1 Uktabi Orangutan
3 Wall Of Blossoms
1 Yavimaya Granger

WHITE

1 Monk Idealist
1 Monk Realist

RED

1 Anarchist
1 Avalanche Riders
1 Mogg Fanatic
1 Shard Phoenix

LANDS

2 Brushland
4 City of Brass
6 Forest
2 Karplusan Forest
1 Mountain
2 Reflecting Pool
2 Sulfurous Springs
3 Swamp
1 Volrath's Stronghold

SIDEBOARD

2 Absolute Law
1 Blood Vassal
2 Boil
1 Cathodian
1 Carrion Beetles
2 CoP: Black
1 Daring Apprentice
1 Radiant's Dragoons
1 Stromgald Cabal
2 Stronghold Taskmaster
1 Uktabi Orangutan

SUBSTITUTIONS

Scroll Rack → Frantic Search
Oath Of Ghouls → Victimize
Shard Phoenix → Ghitu Slinger
Spike Weaver → Soul Warden





GLEERASIL TEST CASE #642 "There may be certain side effects," Billy remembers the guy in the white coat saying.

Weaknesses

There are a couple of strategies that can give you trouble. Really fast decks can sometimes outrace your defenses, especially if they draw multiple Wastelands. Try to play basic lands first so you can build up your mana-base and cast your expensive spells. Hermit Druid is a great way to make sure you don't miss any land drops, but if your opponent can easily kill the Druid, you should Survival for Wall Of Blossoms instead.

Combo decks are probably your worst match-up. Try to blow up whatever permanents you can. Often, an opponent with a combo deck will only play land until he is ready to win, but make sure you destroy his Grim Monolith as quickly as possible if he plays one.

How to Sideboard

It should be obvious which sideboard cards you want to bring in for any given match-up—whichever cards hose your opponent's strategy. The Taskmasters -1/-1 ability against other black creatures wrecks Suicide Black. Daring Apprentice's countering ability is great against combo decks. Life gaining beats Sligh, etc.

The toughest match you'll run into is the mirror match-up. Against another Death deck, you should take out Oath Of Ghouls because your adversary could easily have more creatures in his graveyard than you do. Instead, you should bring in two creatures that allow you to set up an infinite combo—a Blood Vassal and a Cathodian. Make sure you get a Phyrexian Plaguelord and an Anarchist into your graveyard or into play along with both of these creatures. Now, cast Living Death. Return the Living Death to your hand when the Anarchist comes into play. Sacrifice the Blood Vassal for two black mana and, using the Plaguelord's ability, kill the Cathodian so you'll have three colorless mana. That's just enough to cast Living Death again. Keep repeating the cycle. Once you set up this loop there are a couple ways you can win: Sacrifice a Mogg Fanatic for one damage per loop or run your opponent out of cards by forcing his Walls Of Blossoms into play over and over again. Just remember to use a Gravedigger to return your own Walls to your hand, so you don't accidentally deck yourself. ■

Randy Buehler thinks this infinite Death combo is nothing? You should see the one that uses Skirge Familiar, Treasure Hunter, Scrivener, Gravedigger, Cartographer, Monk Idealist and two Anarchists!

the non-killer deck THEME DECK



ROCK 'N ROLL

The gang's all here and ready for a night on the town. With the Icatian Moneychanger working the door and Soldevi Simulacrum sitting in as the drummer for Def Leppard, this deck has it all. Opening acts include the Rolling Stones, Iron Maiden, various Elvis impersonators and the Beatles... or is that "Beetles"? We guarantee you won't be singing the blues. ■ *Randy Buehler, roadie*

MUSICIANS

- | | |
|------------------|----------------------|
| 1 Elvish Bard | 1 Soldevi Simulacrum |
| 2 Elvish Lyrst | 2 Songstitcher |
| 1 Metrognome | 3 Voice Of Law |
| 4 Pincer Beetles | 3 Voice Of Grace |

WARM-UP ACTS

- 1 Iron Maiden
- 1 Rolling Stones

MANAGERS

- 1 Icatian Moneychanger
- 3 Soul Warden

STUDIO RECORDINGS

- | | |
|-------------------|------------------|
| 1 Angelic Chorus | 1 Serra's Hymn |
| 2 Glorious Anthem | 1 Titania's Song |
| 1 Hymn Of Rebirth | 2 War Dance |
| 1 Kor Chant | |

INSTRUMENTS

- 2 Citanul Flute
- 1 Elven Lyre
- 2 Goblin Lyre

CONCERT HALLS

- 4 Brushland
- 7 Forest
- 8 Plains
- 4 Savannah

More KILLER DECKS for your other favorite CCGs ➔

KillerDecks²

Fast Talkers by Sandy Clark

You don't need to be a tyrant. Being able to talk fast is at least as important as being able to fight in the *Babylon 5* (B5) universe. In fact, in some ways it is even better. As you grow your alliances, your opponents become lulled into thinking of you as a friend. More fools they!

Deck Concept

This deck is built around a powerful diplomatic corps and the ability to keep the universe a peaceful place. You win by forming alliances and closer ties with your opponents. In the end, you call on the full might of the minbari and humans to shape the universe. Plan to win diplomacy conflicts early on and then switch to a power-grabbing agenda late in the game. Feel free to tweak the deck to more readily fit your B5 collection; almost any diplomacy-oriented card is welcome.

How to Play

The Fast Talkers deck really lets you throw your weight around. Your first goal should be to lower overall tensions and then work your way into a couple of lucrative Alliance conflicts and Trade Pacts. Start bringing out ever more powerful characters and really sock it to your opponents with Test Their Mettle, Saber Rattling and The Great Machine. The great thing about The Great Machine is that even if you lose, you win. It feeds Babylon 5's influence and that, in turn, helps keep the universe peaceful. You don't want a war.

Use Consolidated Position and United Front on the first turn to give Delenn a boost to her diplomacy and some aftermath protection. As soon as you can do it, bring out the Disaffected Human and promote him to the inner circle. After that, your goal is to bring out as many diplomacy high-rollers as possible and win diplomacy conflicts.

Your characters are the heart of this deck. With the Disaffected Human, you have the cream of both the humans and minbari



USEFUL IDIOTS String the other players along with happy talk, then play cards like Alliance to defeat them.

at your disposal. Use their special abilities. You can use Mary Ann Cramer, Rathenn and Luis Santiago to lower tensions. Where possible, use Affirm Alliance to get these cards out and into the inner circle.

The human player will have kittens when he realizes you are planning to draw out all of his best characters. Let him worry and scramble to get the best humans out before you. Whenever you have a choice of sponsoring a human or a minbari, pick the human. If by some strange twist of fate another player starts using the Disaffected Minbari on you, use Hedronn to keep his traitorous minbari in check.

You should get most of your influence from well-played conflicts. Alliance is your best card. Once tensions are low enough, you and a partner can get several influence by playing this conflict. You could even win the game after three shrewdly played Alliances!

You just need to convince the other players that being on your side is in their best interest. Alliance isn't the only card that is played this way. There are a couple of the classic Trade Pacts in this deck as well as the more recent card, Officer Exchange. Offi-

the deck

CHARACTERS

- 1 Acolyte
- 1 Delenn
- 1 Dhaliri
- 1 Disaffected Human
- 1 Durlan
- 1 Fredrick Lantz
- 1 Hedronn
- 1 Luis Santiago
- 1 Mary Ann Cramer
- 1 Miagi Hidoshi
- 1 Minbari Aide
- 1 Rathenn
- 1 Senator Voudreau
- 1 Shakat
- 1 Warleader Shakiri

CONFLICTS

- 1 A Brighter Future

- 2 Affirmation Of Peace
- 2 Affirmation Of Power
- 2 Alliance
- 1 Consolidated Position
- 1 Officer Exchange
- 1 Saber Rattling
- 2 Test Their Mettle
- 1 The Great Machine
- 2 Trade Pact

AGENDAS

- 2 A Rising Power
- 1 Support Of The Mighty

EVENTS

- 2 Affirm Alliance
- 2 Diplomatic Blunder
- 2 Level the Playing Field
- 1 Liberating Resources

- 1 Meditation
- 1 Political Realignment
- 1 Popular Support
- 1 Self Doubt
- 1 Short Term Goals
- 2 Silver Tongue
- 1 Subliminal Influence
- 1 Trade Windfall

AFTERMATHS

- 2 Refugees
- 3 United Front

GROUP

- 1 ISN

ENHANCEMENTS

- 1 Peaceful Solutions
- 1 Pulling Strings

- 1 Triluminary
- 1 Upgraded Defenses

FLEETS

- 2 Deep Space Fleet
- 1 First Battle Fleet
- 2 Deep Space Fleet

1 LOCATION

- 1 Minbar

STARTING HAND

- Delenn, Disaffected Human, Consolidated Position, United Front.





YADA, YADA, YADA Use your diplomats to talk trash, but avoid war at all costs.

cer Exchange will fetch you an influence, and

you and your target can lead each other's fleets. Just show them Warleader Shakiri, and the deal should go through. Of course, you'll have no intention of actually letting a war start, but don't tell them that. Examine the other conflicts for their influence potential and use Minbar to enhance the effect.

The event cards are varied and powerful as well. Make use of them. Use Diplomatic Blunder to wipe out opposition to your conflicts by zapping other player's high-diplomacy characters before they can even think of using them. Use Meditation to give you cards when you are stuck and Liberating Resources, Short Term Goals and Trade Windfall to give you a useful influence when you need it, but don't forget, this last card now costs *seven* influence to play. Protect yourself from higher unrest with Subliminal Influence and Political Realignment. Other cards like Silver Tongue and Popular Support can give you a useful diplomacy boost. Save them for the moment when all seems lost.

Use Babylon 5 and tension-lowering cards to keep the universe peaceful. You can get up to 33 influence from the conflicts in this deck and up to 11 power from the agenda Support Of The Mighty or seven power from A Rising Power. The best strategy would be to bring out the agenda A Rising Power early in the game and use the +5 diplomacy it gives you to win conflicts. You can even win with just the power boost this card gives you from your Ready character's diplomacy. Switch to Support Of The Mighty for a game-ending barrage of power from all of those mighty diplomats in your faction.

Weaknesses

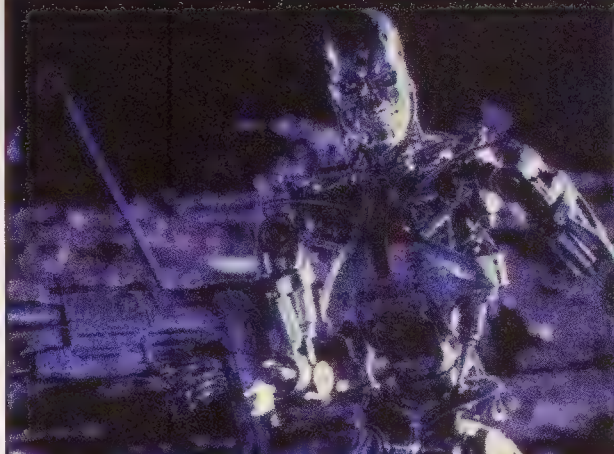
War in all of its forms is your enemy. You may want to tweak the number of fleets in the deck to suit the playing style of your group. Use the cards Peaceful Solutions, Refugees and A Brighter Future to snuff out conflicts and make them less profitable. Better yet, use Mary Ann Cramer, ISN and Affirmation Of Peace to keep tensions from ever getting high enough to start a war. If a war does start, use your fleets to kill weaker fleets involved in war conflicts when you can.

You are most susceptible to a war with the humans. Your tension starts higher with them than anyone else. Get Mary Ann Cramer to do a few in-depth reports on how great the minbari and humans are getting along and lower that tension. You can also use Louis Santiago to lower it. It doesn't hurt to have the president on your side!



Sandy Clark lives in Knoxville, Tennessee where his growing collection of B5 CCG cards waits to bury him in a freak domestic accident.

the non-killer deck THEME DECK



NARN TERMINATOR

This deck is designed to kill, kill, kill! Use G'Kar to build on the first turn and play Mu Tai Exhibition to get enough influence to sponsor Tu'Pari on turn two.

Later, sponsor the Centauri Telepath and use him with Ranger Operations to kill cards before they are played. Witness Protection, Rogue Soul Hunter and Soul Hunter can be used to raise an army of the undead. ■ Sandy Clark

CHARACTERS

- | | |
|---------------------|------------------------|
| 1 Brother Theo | 1 N'Grath |
| 1 Centauri Telepath | 1 Rogue Soul Hunter |
| 1 Doctor Franklin | 1 Soul Hunter |
| 1 G'Kar | 1 Ta'Lon |
| 1 Human Agent | 1 Techno-Mage |
| 2 Je'Dao | 1 Tu'Pari |
| 1 Minbari Agent | 1 Underground Telepath |
| 1 Na'Far | 1 Va'Kal |
| 1 Na'Mel | 1 Zathras |
| 2 Narn Agent | |
| 2 Na'Toth | |

CONFLICTS

- | | |
|---------------------|----------------------|
| 1 Disruption | 3 Prey On The Weak |
| 1 Extermination | 1 Slow Poison |
| 1 Forced Impediment | 1 Temptations |
| 2 Kidnapping | 1 Witness Protection |
| 2 Na'Ka'Leen Feeder | |

AGENDAS

- | | |
|--------------------------|-------------------------|
| 1 Infiltrate And Exploit | 1 Strength In Adversity |
|--------------------------|-------------------------|

ENHANCEMENTS

- | | |
|--------------------|-------------------------|
| 1 Body Armor | 1 Luxuries Of Homeworld |
| 1 Commerce Raiding | 3 PPG Rifle |
| 1 Hacker | 1 Telekinesis |

GROUPS

- | | |
|---------------|---------------------|
| 1 Lurkers | 1 Rabble Rousers |
| 1 Narn Rabble | 1 Ranger Operations |

EVENTS

- | | |
|----------------------|----------------------------|
| 2 Accident | 2 Level this Playing Field |
| 2 Affirm Alliance | 1 Mu Tai Exhibition |
| 1 Diplomatic Blunder | 1 Play For Keeps |
| 1 Glitch | 1 Security Override |
| 1 Lack of Subtlety | 1 Underworld Connections |

AFTERMATHS

- | | |
|-------------------|---------------------------|
| 1 Permanent Wound | 1 Stim Addiction |
| 1 Slow Recovery | 1 Successful Manipulation |

GROUPS

- | | |
|---------------|---------------------|
| 1 Lurkers | 1 Rabble Rousers |
| 1 Narn Rabble | 1 Ranger Operations |

CONTINGENCY CARDS

- | | |
|---------------------|----------------|
| 1 Improvised Weapon | 2 Vicious Blow |
|---------------------|----------------|

FLEETS

- | | |
|-----------------------|----------------|
| 1 Pickett Fleet | 1 Strike Fleet |
| 1 Second Battle Fleet | |

STARTING HAND

- | |
|---|
| G'Kar, Tu'Pari, Mu Tai Exhibition, Vicious Blow |
|---|

DECK BUILDING

101

Walls

(Don't laugh. They'll kick your heinie.) by Mike Searle

What comes to mind when I say Rolling Stones? The greatest rock 'n roll band ever? Nope. If you're a true *Magic* player, music doesn't even enter the picture—you're thinking walls, and lots of 'em. Better than a handful of Glyphs and a single Animate Wall, the white enchantment Rolling Stones finally gives walls equal rights and lets them play like all the other creatures in Dominaria—mean and nasty.

1. Theme

Hmm, might it be walls? The only creatures allowed in this deck are walls and, since they'll be doing their fair share of attacking, all walls with a zero power were eliminated right off the bat on principle. Those that could be pumped up, like Thunder Wall, were granted a stay of execution.

2. Colors

Like a kid in a candy store, there are so many powerful-for-the-mana walls, that it's tempting to put everything in. I fell into that trap and originally went with an evenly split red, white and blue deck. Mana problems ensued; I never seemed to draw the right land to cast the wall or spell I needed. Agoniz-

ingly, I paired the deck down to primarily blue and white with a tiny splash of red.

3. Creatures

My toughest decision was not to include red walls in the mix. With tremendously cost-effective walls like the 4/1 first striking Wall of Razors for two mana and the 5/2 Blistering Barrier for three mana, red had some killer creatures. However, "Wall Street" worked better as a defensive deck which slowly built up, and red just didn't fit into that equation.

Left with blue and white, I compared each wall's casting cost to its power/toughness or special ability and came up with some real winners for the mana. In the three mana range for blue, the 1/5 flying Wall of Air bolsters your defense, while the 0/2 flying Thunder Wall is +1/+1 pumpable for every blue mana available. In white, both the 3/5 flying Wall of Swords and the amazing 5/6 flying Sunweb clock in at four mana apiece. Great bargains. For four colorless, your 0/6 Mobile Forts and Walking Walls can both become 3/5 attackers, which allows you to take the offensive even if Rolling Stones isn't on the table.

Five mana supports your colossal 7/4 flying, first striking Illu-



STONE WALLED Capsize and counterspells provide stalwart defense, while suddenly offensive walls flatten the opposition.

the deck WALL STREET

ARTIFACTS

- 2 Mobile Fort
- 3 Shifting Wall
- 1 Snow Fortress
- 2 Walking Wall

BLUE CREATURES

- 1 Illusionary Wall
- 2 Thunder Wall
- 2 Wall Of Air

BLUE SPELLS

- 2 Capsize
- 1 Confiscate
- 4 Counterspell
- 2 Dismiss

RED SPELLS

- 2 Blaze

WHITE CREATURES

- 1 Sunweb
- 3 Wall Of Swords

WHITE SPELLS

- 2 Disenchant
- 2 Pacifism
- 3 Rolling Stones
- 1 Worthy Cause

LANDS

- 4 Drifting Meadow
- 9 Island
- 4 Plains
- 4 Remote Isle
- 3 Smoldering Crater

HONOR ROLL

Wanna earn the poorly lowly walls a little respect? Play your cards like this:

sionary Wall; just make sure you have ample blue to pay for its cumulative upkeep. Five also nabs you the Snow Fortress; pumpable either offensively or defensively, the Fortress can, for three mana, deal damage to attacking creatures—excellent for picking off annoying flyers or shadow guys.

Left with a ton of mana or nothing to cast in a turn? You can always drop a Shifting Wall and make it as big as possible. With this deck, the Shifting Wall is the best bargain in *Magic*.

4. Spells

Since you can't be guaranteed a speedy attack, especially if your walls are sitting at home waiting for a Rolling Stones to hit play, the most logical choice is to build a defensive control deck. How do you do that? Best place to start is with control cards like Counterspell and Capsize.

The cheapest, most effective countering on the planet is Counterspell, so the maximum amount of four are in the deck. Though Dismiss costs two blue and two others, I've included two, since once you reach the four-mana plateau you'll be able to counter *and* draw a card to replace the Dismiss you just used. Of course, two versatile Disenchants are shuffled into the mix to pick off disruptive artifacts and enchantments that get in the way.

Once you climb to six mana, you'll be able to utilize the most powerful spells in the deck: Capsize and Confiscate. Both are no-brainers. Capsize forces your opponent to bounce a permanent back to his hand, and with buyback, you can repeat this every turn. Remove a deadly creature, eat up your opponent's mana by making him replay an expensive card—it's your choice; you control the environment at that point. Then you've got Confiscate which lets you grab any one of your opponent's permanents—never a bad thing. A Pestilence slip through your screen of counterspells? No problem. Confiscate it and stop worrying.

Worthy Cause may look a little tame, but have faith—teamed up with big-toughness walls, this buyback instant is a life-gaining machine. If your opponent tries to kill one of your walls, or you're on the edge of death, suck up some quick life. It's like a \$75 Diamond Valley for a quarter.

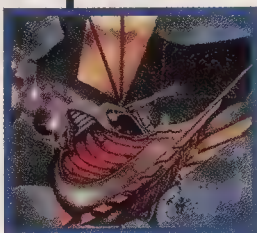
Finally, there's a splash of red in the deck for two Blazes. Odds are your walls will be able to stop most creature threats. However, just in case, blast out a Blaze to eliminate that one big pain in the derriere or to take out your opponent when the battlefield's stalemated.

5. Lands

Forty percent land is a good mix for this deck, which needs six mana in play for peak efficiency, so 24 out of your 60 cards are lands. Because it's a slow, defensive deck, I've included a lot of cycling lands for extra cards once the mana starts rolling in. Also remember that unless you're playing against land destruction, you only need one Smoldering Crater for Blaze and should cycle away the rest for new cards.

No one fears walls, and that's to your advantage. Build a steady foundation, lull your opponent into thinking you're playing *Sim City* or something, then wham—drop a Rolling Stones and "wall up" your opponent like there's no tomorrow.

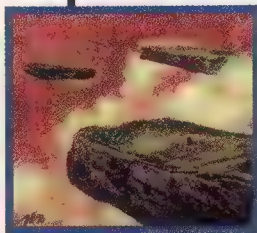
Editor Mike Searle desperately wanted to work the Wall of Kelp in here somewhere, but common sense prevailed.



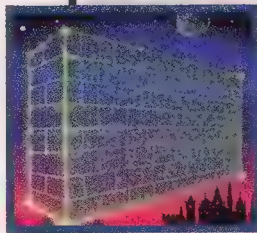
CAPSIZE: Your key defensive card. Great for bouncing back to opponent's hand any major threats on the table, usually big flyers or annoying artifacts. In combat, play sneaky by returning your walls to your hand—after they've dealt damage.



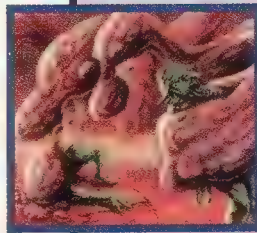
DISMISS: The counterspell with a kick, Dismiss thwarts your opponent's card and gives you one in the process. Always use this over a Counterspell if you have the mana, since it'll help speed up your deck.



DRIFTING MEADOWS: Rarely cycle this land the first time; you need at least one white to play your ever-precious Rolling Stones. Same goes for the Smoldering Craters and playing one for your Blazes. After that, each cycler is a new card.



ILLUSIONARY WALL: A huge, huge 7/4 first strike flyer. The drawback? It's got a cumulative upkeep of one blue mana each turn. In other words, don't play this big guy until you have ample blue and clear sailing over your opponent's blockers.



ROLLING STONES: The card that makes the deck go. You can win without this in play, but it's fearsome when you have a cheap 5/6 flying Sunweb and 12/12 Shifting Wall plowing in for the kill.



SHIFTING WALL: Owns a power/toughness equal to the mana you put into the wall when casting. Normally, it's just a gigantic blocker, but with Rolling Stones, it's the best bargain creature in *Magic*.



WORTHY CAUSE: Big life-gainer in this deck. Unless you're desperate, always buy it back and gain life equal to your sacked wall's toughness. Most of the time, that's five or six life a pop.

DEAD MAN'S HAND

THIS MONTH'S CHALLENGE: DOOMSDAY

You can't win.

Eugene T. Dudley, the world's worst *Magic* player, has died just about every way possible. He's been smoked by direct-damage, run out of cards, Final Fortuned and even disqualified for Yoo-Hoo spillage. Squaring off against the aptly-named Buster "Buster" Jones, Eugene finds himself in danger of finding yet another humiliating way to lose. Eugene thought he saw the light when he cast Doomsday five turns ago, but it quickly turned into a dark shadow. Since then, Buster has wiped out all of Eugene's land, and our pathetic player's only source of mana are a few in-play effects... And unfortunately, he's in danger of getting killed by that mana. It's the beginning of Eugene's main phase, and he's now got 11 mana floating in his pool. Can you find a way to spend the mana so that he doesn't die this turn? The fate of Eugene's badly battered pride rests squarely on your shoulders.

Keep in mind the following:

- It is the beginning of the main phase. Eugene is at one life and now, after his draw step, he has no cards in his library.
- At the beginning of his main phase, Eugene activated his Carpet Of Flowers to put two black mana into his pool.
- The Eladamri's Vineyard put two green mana into Eugene's pool, and the Ventifact Bottle dropped in seven colorless mana as well.
- You must clear Eugene's mana pool so that he doesn't take any mana burn. You also must keep him alive in the process so that he can die one of the old-fashioned ways next turn.
- Eugene is playing under the new *Classic Edition* rules.
- The beads represent the mana in your pool.

Created by Paul Schubert. *Magic: The Gathering* is a registered trademark of Wizards of the Coast.

HAND

- 1 Fyndhorn Brownie
- 1 Hated
- 1 Hidden Horror
- 1 Unearth

CARDS IN PLAY

- 1 Carpet Of Flowers
- 1 Cathodian
- 1 Eladamri's Vineyard
- 1 Erratic Portal
- 1 Scaled Wurm
- 1 Ventifact Bottle

CREATURES IN GRAVEYARD

- 1 Kjeldoran Dead
- 1 Pradesht Gypsies
- 1 Patagia Golem

ENTER THE CONTEST

Mail in your step-by-step solution to:

DEAD MAN'S HAND "DOOMSDAY"

C/O INQUEST
PO BOX 118
CONGERS, NY 10920-0118

The winner, randomly chosen from all correct entries, will snag a box of *Urza's Destiny*. All entries must be postmarked no later than July 31, 1999.



LAST MONTH'S "MANA MAYHEM" SOLUTION:

In an effort to one-up his foe, Charlie "Cheez Whiz" Clark, Eugene was trying to generate as much mana as possible. Here's the best way to do it:

- 1 Tap all lands for mana. All lands return to your hand. (9 mana in pool.)
- 2 Play the City Of Traitors and tap it for mana. (11 mana in pool.)
- 3 Use the Storm Cauldron's ability to play the City Of Traitors again and tap it for mana. (13 mana in pool.)
- 4 Tap the Skysmroud Ranger to put the City Of Traitors into play and tap it for mana. (15 mana in pool.)
- 5 Tap the Priest Of Titania for three mana. (18 mana in pool.)
- 6 Cast the Citanul Hierophant. (14 mana in pool.)

7 Tap the Elven Riders, Weatherseed Elf, Skinge Familiar and Cathodian for mana. (18 mana in pool.)

8 Use the Skinge Familiar's ability to discard the three islands, four forests, City Of Traitors' Phyrean Tower, Culling The Weak, Early Harvest, Overgrowth and Peregrine Drake for mana. (31 mana in pool.)

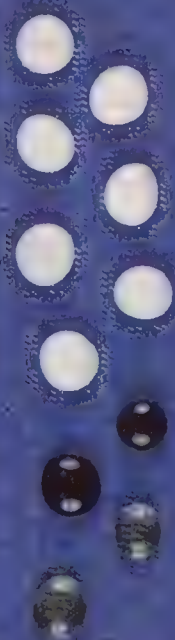
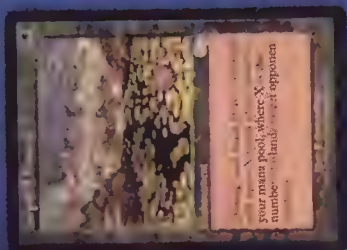
9 Use Ashnod's Transmogrant to sacrifice the Cathodian. (36 mana in pool.)

10 Use Ashnod's Transmogrant to sacrifice the Citanul Hierophants, Elven Riders, Priest Of Titania, Skinge Familiar, Skysmroud Ranger and Weatherseed Elf for two mana each. (48 mana in pool.)

11 Die horribly from mana burn.

MANABARRED Too much mana means too much death. Can you find a way to spend it all?





BASIC TRAINING

Young Jedi CCG by Jeff Hannes

It's "Star Wars." Does much more need to be said? Well, that depends on why you went out and bought all those packs of the *Young Jedi CCG*, the latest collectible card game from Decipher. If you just want to look at all the pretty pictures, go ahead, but there's an awesome game in there with a surprising amount of strategy for a supposed entry-level game. After you've familiarized yourself with the rules and sorted all your cards, read on to get running with deck-build-

PUBLISHER: Decipher, Inc.

GENRE: Science Fiction

RELEASE: May 1999

PACKAGING: 60-card fixed starter decks; 11-card booster packs

SUGGESTED RETAIL: \$10 per starter; \$3 per booster



ing and playing strategies. Or, if you've just got all those cards sitting in a binder, entertain yourself by seeing how many times the term "battle droids" appear in these pages and whether or not we spelled "Qui-Gon Jinn" correctly.

DECK BUILDING

Characters. With 30 of the cards in your deck coming from this category, characters are clearly the centerpiece of your arsenal. When choosing which characters to include, there are two main factors to consider: theme and balance.

First, since many of the weapons and battle cards are geared toward a specific group of characters, at least a third of your deck should be dedicated toward a theme. Your theme can be battle droids, podracers or Tusken Raiders... jawas, gungan or royal guards. It doesn't matter which you choose; just make sure you own the weapons and battle cards to back them up.

The second consideration is deploy cost. Your goal should be to play as many cards as possible each turn—ideally three on average. This means balancing your deploy costs. If you load up on characters with a deploy cost of three or more, you'll find your deck sputtering out often. An effective deck is built primarily around one- and two-cost characters and weapons, and supplemented by a few higher-cost characters.

Characters that cost three or five to deploy, such as Anakin Skywalker and Darth Sidious, are worth special attention. For maximum efficiency, you'll want to be able to deploy

these with a one-cost card—and also a two-cost card if you have the extra points to spend. To ensure a good flow, you should have at least twice as many one-cost cards as your combined total of three- and five-cost cards.

Weapons. Weapons are critical, not only for increasing the effectiveness of your characters in battle, but also for helping to refill your hand during your opponent's turn. Each card you draw when checking the chance cube for a weapon is one more option for cards you can deploy when your turn rolls around.

There a wide variety of potent weapons, but make sure at least half the ones you put in your deck are usable by any character. For example, a Tatooine Thunder Rifle is more potent in the hands of a Tusken Raider, but it can still be used by any character. The STAP, on the other hand, can only be used by battle droids so the weapon's use is limited, even if you load your deck with battle droids.

When using character-specific weapons, you should generally include no more than one for every three characters. For example, if you have 10 podracer pilots in your deck, limit yourself to three podracers. If you want to put two lightsabers in your deck, you'll want about five or six cards capable of using them.

Battle Cards. Unlike weapons, there are very few cards that can be used by any character, at any location; You Have Been Well Trained, Opee Sea Killer, Yousa Guys Bombad and The Negotiations Were Short are the only ones in the first set. You'll want to include a couple of these, as well as a few battle cards that work in conjunction with your theme—cards like Sniper, In Complete Control and The Federation Has Gone Too Far. However, be careful about using too many cards that require you to combine three characters. Not only is this a difficult situation to arrange, it may cause you to lose extra cards from unmatched opponents.

Also, unless you have several of each rare, limit the number of cards that require two named characters, such as Counterparts, to one per deck and cards that require one specific character, such as Watto's Wager, to no more than one or two of each.

Locations and Starships. It's always a good idea to include at least one transport and a couple of starfighters; the named starfighters—Bravo 1 and Darth Maul's Starfighter—are clearly better than the generics. If your strategy relies on one particular location, such as the Podrace Arena, you'll want to include four to six copies of that location. Be sure to include one of each planet and fill any gaps with extra copies of high-destiny locations.

PLAYING STRATEGY

Starting Location. If you're going first, the first decision you need to make is an important one: Which planet should you start on? It depends on what you know about your opponent's deck. For example, if you know your opponent is strongest on Naboo, you

MAUL YOUR OPPONENT Weapons are key to victory; they boost strength and replenish your hand.

CARD ANATOMY

DEPLOY COST: You have six points to spend to put cards into play each turn.

POWER: Usually ranges from 1 to 6. In Anakin's case, the picture of Watto's chance cube means you draw destiny.

POWER BONUSES: Dots represent power bonuses at specific locations. Anakin rocks at the Podrace Arena. Hah. Rocks.

FLAVOR TEXT: A little quote from the movie.

DAMAGE: The amount of damage you take if the character bites it.

CARD NAME: The name of the character, weapon or ruthless-sith-lord-to-be.

DESTINY: This number is used for chance cube draws. The higher the better.

VARIANTS: There will be different versions of characters in later sets to reflect the characters' different roles in the film.

DECK-BUILDING DOT: There are six different colors, and you must include 10 cards from each color in your deck.

RARITY: Stars are rare, crosses uncommon and triangles common.



BASIC TRAINING

may want to start there, taking the risk that he will get an average or worse draw and giving you an opportunity to steal an early victory. Alternatively, you may want to start on a neutral site like Coruscant. If you win the initial battle, you can afford to withdraw from your opponent's powerbase if the second fight takes place there—falling back to your most favored location.

By the same token, you generally do not want to start on the planet that is most suited to your strategy. Having a superior force doesn't do much good when your opponent can easily afford to concede the planet. Ideally, you'll want to be fighting on your best planet when you're up one to nothing or when the score is even. This way you can afford to amass an army and your opponent has no choice but to stay and fight.

For example, suppose your deck is tailored to Tatooine. The game begins on Naboo, and your opponent wins the fight. Which planet should you move to? If you go to Tatooine, your opponent can just concede the planet, forcing you to wage the deciding battle on a planet where you're at a disadvantage.

Conceding. Remember that conceding is always an option, especially if your opponent has a stronghold on the planet and is forcing you to discard several cards per turn. In fact, conceding at the right time is an important strategic aspect of the game. You should almost always concede after your turn, not your opponent's. You don't have to battle during your turn, and this gives you an opportunity to empty some of the unwanted cards in your hand by deploying them to the forsaken planet. It also effectively gives you two turns in a row.

However, you should never be in too much of a rush to give up without a fight. Even if you've already taken a planet, don't run away if both sides are relatively even. By sticking around, you force your opponent to expend more of his resources on that planet while you can afford to save your big guns for the next stop.

Battle Cards. During your turn, don't be squeamish about pil-



TAG TEAM Vary your lead combatant from fight to fight to keep your opponent guessing.

ing on the battle cards; better to win as many individual fights as possible than try to spread your victories out over multiple battles. Of course, if it's your opponent's turn, you may want to save some tricks since you don't get to fill your hand until the end of your turn. However, keep in mind that every weapon you use in combat fills an empty spot in your hand, so if you have several

LAYOUT

CONVINCING LOCATION: The first player to win two planets wins the game.

CONVINCING LOCATION: The planetary site where the action is.

ALLIANCE CHARACTERS: The drawback of winning is that you must leave some of your troops behind; they can be reshuffled into your deck if they successfully escape on a transport.

BATTLE CARDS: When battle begins, you must announce how many battle cards you are using by placing them from your hand face-down on the table.

CHARACTERS AND WEAPONS: Your fighting force. All characters at the location must participate in every battle there, but you do not need to use all of your weapons.



weapons in play, go hog-wild with battle cards.

When using several battle cards and weapons, it's generally best to spread the wealth, pumping up as many characters as possible rather than piling everything on to one bruiser. Even if your opponent has one huge character, the odds don't favor two powerhouses going head-to-head. Usually, the only way around a potent combo like Obi-Wan and his lightsaber is to win by attrition or to strand him there by conceding the planet.

Sometimes, you will have more characters than your opponent, but due to weapons and/or location bonuses, he'll have a decided advantage. In these instances, you may want to consider holding back some of your better characters by putting them at the end of your battle plan, especially if you have good cards in your hand. Sure, Obi-Wan might get lucky and be paired against that lone battle droid, but he also might get cut down by that Tusken Raider who's wielding a Thunder Rifle. Better to keep Obi-Wan safe this turn so you can give him his lightsaber next turn and cause some serious pain.

Battle Plan. When assembling your battle plan, shuffle all your cards together—including battle cards—before arranging them. This way, your opponent doesn't gain an advantage by being able to watch where you insert your battle cards. Just before laying your cards down for battle, take a final look to make sure everything is in the desired order; there's nothing more frustrating than flipping over a lightsaber only to find it attached to a Jawa.

Before your opponent picks up his characters and weapons, take note of the power of his characters, factoring location bonuses and which weapons you think will go with which character. Assume chance cube values as a plus four bonus and use these numbers to help arrange your plan to give you the chance of winning as many battles as possible.

Another factor to consider when arranging your battle plan is the battle card which gives a bonus to the first character in the battle plan: The Negotiations Were Short for the Light Side, and Opee Sea Killer for the Dark Side. If your opponent has been using this card, you might want to consider putting a scrub at the front of your battle plan.

But beware: Do it too often and he'll plan accordingly; don't always put your best character first. Mix things up a bit so your opponent can't lock on to trends; keep him guessing. By the same token, keep a careful eye on your opponent. Watch for any hints his expression might give about the order of his battle plan, and remember that he will be reacting to what he thinks you are doing. If you're both into it, combat in *Young Jedi* is a lot like the battle of wits scene in "The Princess Bride" and just as fun.

TO BE CONTINUED...

If you've cracked open a box of the *Young Jedi* CCG and assembled a set, you've probably noticed that there aren't many cards that focus on Coruscant and Naboo. And of course, there are plenty of elements from "The Phantom Menace" that haven't been covered yet. Fear not; Decipher has two more sets on the way. As the card pool expands, there are sure to be plenty more deck-building options, but the general principles should remain the same. And now, my young Jedi, go forth and kick some Qui-Gon Jinn.

IQ Gamer editor Jeff Hannes would love to see Magic and Star Wars merge up with cards like the Juzam Qui-Gon Jinn. And for God sakes quit straining your eyes: Battle droids appears five times.



the DECK

This deck focuses on one of the Light Side's main scrub strengths: Royal Guards, Naboo Security and Bravo Pilots. All three can take advantage of the potent Naboo Blaster and they can team-up for a three-man attack with The Queen's Plan. With 18 of these loyal soldiers from which to choose you should have little difficult matching them with their weapons, and on

Naboo and Tatooine, individual troops can be as high as 6 power plus a draw—and that's before battle cards! There are a few other nice wrinkles as well:

- If you have a choice, start on Tatooine; do your best to avoid being the one to put Naboo into play. Your deck favors battles at the Podrace Arena, which you put into play, and the Gungan Swamp, which your opponent must play.

- The Eopie is probably the best all-around weapon in the game because it's free, has a destiny of five and anyone can use it. It also gives a plus one bonus to Anakin and Padmé, both of whom are in the deck.

- If you draw location or character-specific battle cards at the wrong time—namely Da Beings Hereabouts Cawazy and I've Been Trained In Defense—don't hesitate to ditch them. The same goes for any extra Jawas you don't play; their main purpose is to give you something to spend your extra point on when you play one of the named characters.

- Try and save Mace Windu for Coruscant. Not only is it good to have your best character at your weakest location, he gets a plus one power bonus when fighting anywhere on the planet. ■ Jeff Hannes

BATTLE CARDS

- 1 I've Been Trained In Defense
- 2 Da Beings' Hereabouts Cawazy
- 2 The Queen's Plan
- 2 The Negotiations Were Short
- 3 Security Volunteers

BLUE-DOT CHARACTERS

- 1 Anakin Skywalker
- 4 Bravo Pilot
- 1 Padmé Naberrie
- 4 Royal Guard, Leader

GREEN-DOT CHARACTERS

- 6 Naboo Security
- 4 Royal Guard, Veteran

RED-DOT CHARACTERS

- 3 Ishi Tib
- 5 Jawa Bargainer
- 1 Mace Windu
- 1 Obi-Wan Kenobi, Young Jedi

LOCATIONS AND STARSHIPS

- 1 Bravo 1
- 1 Coruscant: Capital City
- 1 Naboo: Theed Palace
- 1 Republic Cruiser
- 6 Tatooine: Podrace Arena

WEAPONS

- 2 Blaster Rifle
- 3 Eopie
- 5 Naboo Blaster

plugged in

Heroes of Might and Magic III

by Dan DiGiacomo

An army of wights and bone dragons are assembling outside your castle, ready to seize the day for darkness. Meanwhile, across the map, a band of zombies and skeletons are laying siege to one of your borderland keeps. One of your exploring heroes got ambushed by a pack of griffins and you're in danger of losing the race to get that key artifact before your opponent finds it. Yup, it's just another typical day in the land of Erathia, the setting of the latest entry into the wildly popular *Might and Magic* series of games.

Heroes of Might and Magic III is a turn-based strategy game that puts you in control of one of the many armies congregating in Erathia, all in the hopes

of conquering the land. Everything including the kitchen sink went into this installment, as well as hundreds of heroes and monsters and a ton of scenarios to work through. Of course, assembling an army and staking a claim on a nice piece of Erathian real estate is no walk in the park. Eager to learn the ropes and rewrite the history of this proud land? Take a chance to familiarize yourself with the basics of the game, then read on...

Recruiting Heroes

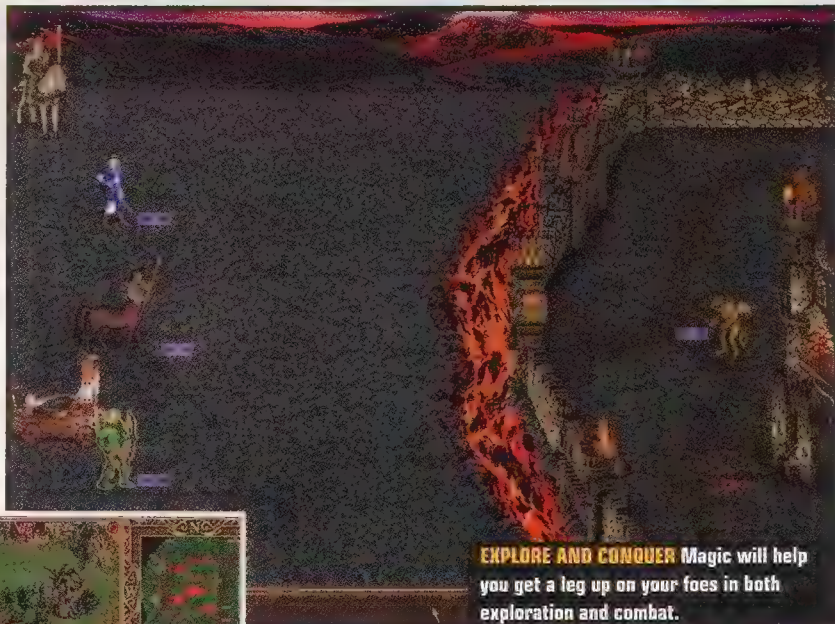
As the title of the game suggests, heroes play a significant role in each scenario, as they are the primary force that explores the map and engages the enemy. You'll usually begin with a hero

MIGHT MAKES RIGHT It all starts in a quiet town, but ultimately the most ferocious army is the victor.



that's been assigned, and once you familiarize yourself with the hero types and their relative strengths and weaknesses, you can plan a strategy for recruiting others to bolster your ranks and more quickly accomplish your goals.

The first thing you should keep in mind is balance. Your roster of heroes maxes out at eight per scenario, and you should maintain a somewhat even balance of magic-users and fighters. Keep in mind that not all heroes are suited to all roles. For example, it's highly unlikely a barbarian will develop into a successful magic-user. It's equally important to point out that



EXPLORE AND CONQUER Magic will help you get a leg up on your foes in both exploration and combat.



heroes should be selected to serve in different capacities. Choose one hero, perhaps a well-balanced overlord, to act as your general; this is the character that will fight most of your battles and will eventually be the one sent in to conquer opposing strongholds. Other heroes can be used for exploration, while some should stay at home for defensive purposes.

For the most part, the various hero types are fairly even, but there are some that are preferable in the early going. With an unmatched attack skill, barbarians are great for quickly dispatching your enemies in the early going. Likewise, overlords and knights lend themselves well to purely offensive forces. For your first magic-user, opt for a warlock, who begins with a high power skill, or a wizard, who specializes in knowledge. While both these types will have a tough time battling it out in the first few weeks of a scenario, they have the best chance of growing into a general.

After recruiting heroes, the next step is developing them. The key factor here is gaining experience, and hence levels, whether it's through combat victories, finding treasure or

through a mystical map location. The improvement in primary skills when your heroes advance in level may be chosen randomly, but you can take a more active role in the selection of secondary skills, such as leadership, luck and diplomacy. The skills you should develop depend mainly on your hero type. Early in a scenario, develop skills such as scouting, which widens your hero's scope of vision, or estates, which allows your hero to generate income. On the other hand, magic-using heroes should concentrate primarily on skills like intelligence and mysticism, since they improve your spell-point total and replenishment rate.

Building an Army

Once your hero roster is organized to your liking, it's time to equip them with troops. What separates successful generals from those who opt for early retirement? The strength and balance of his army, of course. More than a hundred creatures are available in *Heroes III*, ranging from the weak imps to the powerful archangels. Every town has seven creature generators, so it's important to quickly familiarize yourself with the town types native to each scenario and their respective creatures, as they will make up the backbone of your forces. Also, note that armies created by mixing creatures from different town types suffer a morale penalty, so beware when recruiting from newly conquered enemy towns and accepting creatures that offer to join you in the field.

Each creature is weighted based on its attack and defensive capabilities, health, damage it deals, movement and speed. Your army should be made up of a variety of creatures; be sure to include ranged attackers, like marksmen, as well as ground-based, hand-to-hand combatants, such as crusaders. Angels and other flying creatures have an advantage in their ability to disregard land-based obstacles. When recruiting, it's generally a good idea to purchase a small number of powerful creatures rather than a large quantity of weak ones. For instance, a pair of archangels can be enough to win a scenario, since they'll easily overcome entire armies of diminutive imps or troglodytes.

In combat, stack your creatures to best defend your ranged attackers. Slower creatures should be stationed next to them for protection, while your faster, more powerful creatures rush

vital stats

COMPANY: 3DO

GENRE: Turn-based strategy game

RECOMMENDED COMPUTER: Pentium 133

HARD DRIVE SPACE: Approximately 200 mb

WEB ADDRESS: www.3do.com

APPROXIMATE COST: \$40



SIC 'EM! Send your best troops out to do battle on the front lines.

creatures as quickly as possible so that the number of combat rounds is minimized. You can also try the defensive path, using shield and cure spells to protect your creatures, but this has a smaller percentage of success.

Perhaps most useful are those spells that minimize travel time across the game map, such as dimension door, fly, summon boat and water walk. All of these will help your heroes move more efficiently, a key advantage that can swing the balance of a scenario in your favor.

Standard Scenario Strategies

forward to meet the opposing army. The tactics skill allows a hero to rearrange his army before battle to better plan for an enemy attack. When confronting wandering creatures, always take note of their numbers; a "throng," for instance, will be much more difficult to vanquish than a "pack." Don't engage a force your army can't handle.

Mastering Magic

There's more might than magic in *Heroes III*, but spells still play an important role. Spells are most useful during combat, when an expansive spellbook can turn the tide of a battle, but they can also come in handy on the map screen.

The key to doing well in the magic department is having effective spellcasting heroes. Focus one or two heroes as your primary casters and work on increasing their knowledge, power and wisdom skills; this will allow them to learn upper level spells, as well as increasing spell points and effects.

You have a variety of options for spells in combat, but the best is usually the direct attack—wiping out your opponent's

The majority of the scenarios in *Heroes III* are stand-alone. In these scenarios, a number of elements, from town types to creature locations, are completely randomized to increase replayability. There are a number of general strategies, however, that can help you achieve victory.

First, understand that when playing single-player scenarios, your opponent is the computer AI, which is programmed to respond to situations as they arise in a similar fashion each time. In general, the computer will shy away from battles it doesn't think it can win, and during combat, it will always try to maximize your creature losses, even when it knows it's going to lose.

In the early rounds, try to recruit a few heroes and explore as much of your surrounding territory as possible. Since creature generation from your towns will be low for the first few weeks, it's a good idea to build up one hero with a large, strong army, rather than supplying every hero with a small, less powerful army. Let your primary hero do most of the fighting while your other heroes gather resources. Bear in mind that

SURVIVAL KIT A sample knight's combat configuration

Upgraded Archer: The upgraded version of the archer is safe at the opposite end of the grid. Ranged attackers should put a dent in an opponent's stronger creatures.

Knight: A balanced hero of might from a castle town, the knight offers a quick start in attack and defense, as well as a bonus in leadership.

Pikemen: Since they're slow attackers with limited range, let your pikemen hang back to defend the archers against oncoming attackers.

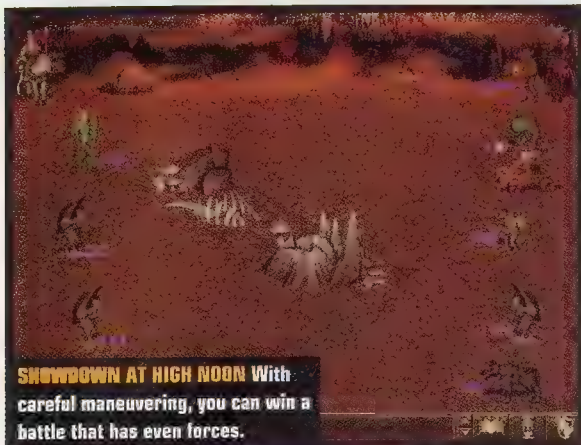
Griffins: It's a good idea to keep ranged attackers, like the archers, near the top and bottom of the combat grid, since they'll be the primary lures for enemy creatures.



Angels: Since the angels can fly over obstacles, it's not a problem to keep them toward the center of the combat grid. Their mobility and strength allows them to take on the most powerful members of your opponent's army, no matter where they are on the map.

Crusaders: Another slow but powerful soldier, it's a safe bet to keep the crusaders at home to defend ranged attackers.

Griffins: Another flyer, it's also safe to keep the griffins near the center of the grid. While they lack the swiftness and health of the angels, griffins are nonetheless valuable attackers, and have the added bonus of two counter-strikes per turn.



wood and ore are the primary resources necessary for building new structures in your towns. When you find treasure, you have the option of choosing gold or experience; in these early stages, build up your heroes with the free experience.

As the game progresses, your primary hero will be able to take on larger groups of wandering creatures, which typically block the path to artifacts. In addition, since more of the map is uncovered, you'll have a better idea of the scenario's balance of power, so it's a good time to attempt a takeover of some nearby towns to expand your territory. Pick and choose your battles until you're certain your hero can win with minimum troop loss. Also, now is a good time to provide armies for your weaker heroes, as well as recruit a few new heroes. It's a sound strategy to keep a hero, or at least some creatures, in a town's garrison to defend it. Also, since opposing heroes will likely start to chase your heroes, it's a good idea to lead them away from your towns, rather than have them follow you home. If one of your heroes is defeated, he'll be available for rehire at a town tavern, but only until the end of the week in which he is lost. Be sure to pick him back up quickly or you'll risk losing his experience and any artifacts he may have found.

Once you've conquered a sizable amount of territory and have explored a majority of the map, it's time to concentrate on completing the scenario by eliminating your opponents or meeting the other victory conditions. At some point, it's wise to stop town development so that you can maintain a reserve of gold for extra creature recruitment. The best strategy here is to use your initial three heroes to maintain an aggressive attack stance against your enemies, while your weaker heroes stay behind to prevent your other towns from being overtaken.

Multiplayer Strategies

Multiplayer games pose an interesting challenge, since you're no longer facing the brainless assault of the game's AI. While most of the strategies above still hold true for multiplayer, it's a safe bet to be more cautious in engagements against opposing armies. Most human opponents will be far more aggressive than the AI, and will practice different development of their forces. Be sure to deliberate carefully before moving yours, and snatch up whatever resources are available as quickly as possible, to prevent your opponent from benefiting from them.

HOT SPOTS

Looking for a quick *Heroes III* fix while you're surfing the Web? Then check out these sites:

- www.3do.com/products/pc/heroes3

3DO's official site offers downloadable patches, a web starter kit for those interested in creating their own *Heroes III* websites, and even the official *Heroes III* WinAmp skin.

- www.Heroes3.com

At the unofficial *Heroes III* website, you'll find everything from new scenario maps, strategies, cheats and trainers to a free *Heroes III* e-mailer.

- www.guildboss.com/homm3

The "Monster Mash" site features a handy and free downloadable program for checking stats on every monster in the game.

- www.strategyplanet.cp/homm3

This site provides general info on *Heroes III*, including game hints and a useful listing of Internet players to get in touch with.

- www.gameguides.com/guides/heroes3/index.html

A useful FAQ and in-depth walkthroughs are the hallmark of this site. And for a fee, you can download a thorough game guide.



EXPERT TIPS

- When developing your towns, learn the benefits of each advancement and plan a goal for each town. For instance, you may want to have one town that serves

primarily as a generator of funds, a second town that has a high-level mage guild, and another that can be developed to provide troops. Significant is the location of each town; those that aren't in range of frequent visits aren't worth over-developing, while those on the front lines may be easily lost. Remember: Every town doesn't need every advancement!

- Keep a close watch on natural resources early in each scenario. Most maps are set up so that each town has supplies nearby, but you may find your town development halted by a lumber or mineral shortage.
- The best time to attack an enemy town is near the end of a week, before its creature generators are able to reload its garrisons. If your attack is successful, you'll have access to those newly born creatures at the start of the following week.

Conclusion

Heroes of Might and Magic III is a rich game, one whose depth becomes apparent quickly, but surmountable only after repeated playings. Hone your skills against the computer, then use them to topple your opponents in an online arena. It's remarkably fun and rewarding to out-strategize a living, breathing opponent, so gather your troops and jump into the fray!

Dan DiGiacomo thinks it should be "Magic & Might," not the other way 'round. Of course, he also thinks it should be "Kraft Cheese & Macaroni."

Turn the page for more tips on the hottest games —>

PHANTOM MENACE

- Having some trouble beating the bad guys? Try these cheats by hitting backspace: "perfection" makes you deathly accurate at deflecting blaster bolts; "slowmo" toggles slow-motion mode; "i like to cheat" gives you access to all weapons and lots of ammo; "heal it up" sets your health to 100%.

- If you're looking for a change of scenery, try these codes: "from above" and "naughty naughty" toggle your camera view; "beyond cinema" toggles letter-box mode; "but i feel so good" changes the color of your Force Push power to red; "drop a beat" makes things look funky.

- Finally, try these just for fun: "turntables" makes the Jawas in Mos Espa really big; "iamqueen", "iampanaka", "iamquigo" and "iamobi" let you switch your current character.



Phantom Menace™ & © LucasArts.

ULTIMA ONLINE

- If you have some spare time and money, start a "mule" character—a workman skilled in a trade skill to help you make money and items—so your main character can focus on adventuring-related skills. Make sure that anyone you have transfer things between characters for you is someone you can trust.

- One of the most important macros to set up is one for "AllNames". This automatically single clicks every monster and player on the screen, and allows you to quickly examine your surroundings for guildmates, thieves, murderers and more.

- When monster corpses stack, it can be a pain to loot the bottom one. To open a corpse deep in the pile, double click the stack, leave that corpse window open, and double click the stack again. Keep doing this for as many corpses are in the stack.



Ultima Online™ & © Origin Systems

- Though it may be a fashion faux pas, when wearing good magical armor, always wear a robe over it. That way, potential PKs can't id your equipment to tell if you're worth a murder count.

ALIENS VS. PREDATOR

- Why play it straight when you can cheat? Press ~ and F12 at the same time, then try the following codes to make your game easier or tougher, depending on which ones you choose: "alienbot" creates an AI controlled alien; "predobot" creates an AI controlled predator; "marinebot" creates an AI controlled marine; "giveallweapons" powers you up; "light" creates light around you; "observer" toggles observer mode; "showcoords" gives you your coordinates; "god" puts you in god mode; "gimme_charge" replenishes your energy if you're a predator.



Aliens vs. Predator™ & © Fox Interactive.

EVERQUEST

- When you first enter a new dungeon, the temptation to go find a good spot and immediately start whacking monsters is high. Bad idea. Dungeons mean trains—large groups of monsters on the rampage—and trains will kill you. So before you start fighting, take time to learn the layout of the dungeon, including the quickest route to the zone. This way you at least have a fighting chance of escaping a train.

- If you play a magic-user or cleric class, don't jump in to help your fighters with blasts or healing right away. Let the monsters work up some aggression toward your tanks first so that they don't immediately switch targets and go after you.

- Getting rooted by an orc-shaman can spell doom for you or companions, but the spell can be broken with a successful casting of Spirit Of The Wolf. Another good trick is to heal yourself with hit-point boosting spells like Inner Fire. It takes longer, but it also saves you a lot of mana.

- Once you get to 20th-level, check out Highpass Hold. Head down to the basement where the pickclaw goblin clan will keep you busy into the 40's and you can drop by the bank without even having to zone.



EverQuest™ & © 1999 Studios.

Legend

by Brent Fishbaugh

The Cortexic Jellyfish



Captain Mandalore crept along the cliff's edge. Far below, he could hear the pounding surf. His master's daughter was missing... But could that strange mummified body really have been the 12 year-old heir to the realm? Suddenly, Mandalore was forced from his reverie... Several long, translucent vines sprung from cracks in the ground around him like striking serpents. He drew his sword and laid his steel to them, heedless of the unknown threat they posed.

But with the paralyzing sting of the first strange tentacle through his boot, the captain realized the true danger. The mysterious vines overwhelmed him. Through his pain-blurred vision, he watched his hands begin to wither like a flower in the desert.

THE CORTEXIC JELLYFISH

This creature is exactly what it sounds like: a gigantic jellyfish, with the adults growing up to several dozen feet tall, potentially weighing several tons. Stinging tentacles are used to immobilize and kill prey. However; apart from size, the main anatomical difference in this species can be seen in the large brain which allows the beast to search for food more effectively than the normal variety of jellyfish.

CORTEXIC ECOLOGY

Cortexic jellyfish live primarily in coastal areas, although there are a few smaller species that have been known to live near freshwater lakes. Although they can swim and are sometimes seen at sea, as they age, these jellyfish primarily choose a damp cavern or a similar home and live there, preferring the prey available on land to that of the sea. Their lairs are always damp and dark; they need the moisture to survive, and direct light often distracts them and impairs their ability to sense vibrations of their prey through the ground.

The creatures reproduce asexually, splitting into two or more when the parent reaches sufficient size—usually around two to two-and-a-half tons—although there have been quite a few cases of the jellyfish continuing to grow until it explodes under its own weight,

JELLY BEANED Unless there's a bunch of 'em, characters will wind up juicy snacks for the cortexic jellyfish.

this physiological defect is believed to be related to a genetic abnormality. However, many smaller

jellyfish soon perish due to a lack of food in the area or by being consumed by a sibling.

Often growing to a size of several tons, the cortxic jellyfish moves and hunts using dozens—and perhaps even hundreds in larger specimens—of tentacles attached to its lower body. To hunt, the creature sends them up through the ground,

sometimes miles away. Then, using its huge brain, it senses the vibrations caused by animal life above and pops the tentacles through the ground, surprising its prey. It then entangles its victim, continually stinging it, even through tough hide. This ability to sting through materials as thick as leather has lead some scholars to speculate that the venom may possess somewhat magical properties.

After incapacitating its prey, the jellyfish absorbs the moisture from the creature, drawing the fluid—and the nutrients, minerals, etc.—out directly through the victim's skin and in through the tentacles. It removes all of the moisture in its victim in this manner, leaving only a dried out husk behind. Feeding usually only takes minutes, depending on the size of the "food." However, draining a victim dry may take longer if the prey is a great distance away as the tentacles "stretch" to go farther, which weakens their strength, toughness and venom-producing abilities. These tentacles will grow back though if they are destroyed.

SPECIAL ABILITIES

The enormous brain of the cortxic jellyfish is totally devoted to one cause—sensing vibrations caused by possible prey through the ground at distances of miles. However, despite the brain's size, it is not a sentient creature and is driven purely by its need to feed.

The most potent ability of the jellyfish is its ability to send its numerous tentacles up though the ground while it remains safely ensconced in caverns far below its prey. Though incredibly strong, the true power of these tentacles, is the venomous sting each produces upon contact with living flesh. This sting—caused by chemicals on the "skin" of the jellyfish—painfully paralyzes its target, which allows the creature to further entangle its victim and drain the moisture and minerals therein. These tentacles have been known to reach miles in length, but become thinner with less powerful stings as they stretch farther from the jellyfish's body.

CAMPAIGN IDEAS

- Sailors from missing ships have begun washing up on the beaches of a large city who depends on the sea for fishing and trade, but they are strangely withered. The player characters (PCs) are hired to find the cause of the deaths.
- The inhabitants on a large inland city are dying, and the cause points to a cortxic jellyfish. But how would one get so far from the water? It was placed in caverns beneath the city by the mage-king of an aquatic realm as an act of revenge for the overfishing of his land. The PCs must defeat both the mage and the beast, but they may need him to find it or may need to find it to discover where it came from.
- The brain of the cortxic jellyfish is considered a powerful aphrodisiac by some more remote cultures, and the ruler of such a land is willing to heap many rewards on those who can get him some soon as he is old and needs it to produce an heir before he dies.

Brent Fishbaugh likes his cortxic jellyfish with creamy peanut butter on white bread.



STUNG TO DEATH

It's not very fast, but the Cortxic Jellyfish can remove annoying obstacles from the path of your army. Just make sure you have an abundance of blue mana. The Jellyfish also combos well with cards like Hermetic Study since it can untap for just one blue mana.

game stats

THE LORE

ADSD

INT: 2
AC: 6
MOVE: Br8, 12
THACO: 8
H.D.: 38
OF ATTACKS: 2-8-16

DAMAGE: 1d6+2; target must save vs. paralyzation when hit or lose use of contact area, unless covered by armor better than leather.
SIZE: G 40'
MORALE: Elite 14

CALL OF CTHULHU

STR: 3D6+15
CON: 2D6+10
SIZE: 5D6+10
POW: 4D6
DEX: 2D6+9
H.P.: 20-24
MOVE: 2/3 ground, 6/8 swimming
AVE. DAM. BONUS: +1D6
WEAPON: Tentacle 70%, 1D6+dB

SKILLS: Hunt by vibration 80%.
ARMOR: 10 point gelatinous hide
SANITY LOSS: 1d6/1d10
SPECIAL: If hit by tentacle, victim loses use of contacted area for 1d6 days unless covered by material better than leather.

[ONDECK]

Dragonlance Classics

Relive the novels—
for better or worse.

When the dragon armies advanced on Krynn in 1984, *Advanced Dungeons & Dragons* rallied and came out fighting. The *Dragonlance* series gave us the game-as-novel phenomena, and it gave *AD&D* a proper home to call its own. Until then, *AD&D*'s settings had felt like an unholy blend of Tolkien's Middle-earth and Jack Vance's Lyonesse. But Krynn was a world where the paradigms of *AD&D*, such as dragons, dungeons—well, cities ruined in the cataclysm—clerics and magic-users grew to maturity. Kender and Michael Williams' poetry were irritating ticks you could ignore.

Fifteen years later, and 25 after TSR's founding, TSR has released a collector's edition of the *Dragonlance* series of modules, what they call "a retelling of the greatest fantasy role-playing epic ever," both for *AD&D* and the superior Saga System.

The Good

This isn't just a repackaging of the modules DL1-15. It's more a blend of the modules and the novels—*Dragons of Autumn Twilight*, *Dragons of Winter Night*, *Dragons of Spring Dawning*. It's nice to see *AD&D* moving away from the complex floorplans of its wargaming roots and becoming more story-driven.

What's more, *Dragonlance Classics* is an immaculately presented, well-told campaign. There's a bit of everything here—dungeon crawls, urban adventures, travel, intrigue, war... even love. It's geared towards replaying the novels, not roleplaying, and this is something you'll either love or hate. On one hand, you can measure yourself against the Heroes of the Lance from the novels; on the other, you'll need to improvise heavily if you want to do something way different from Tanis and company.

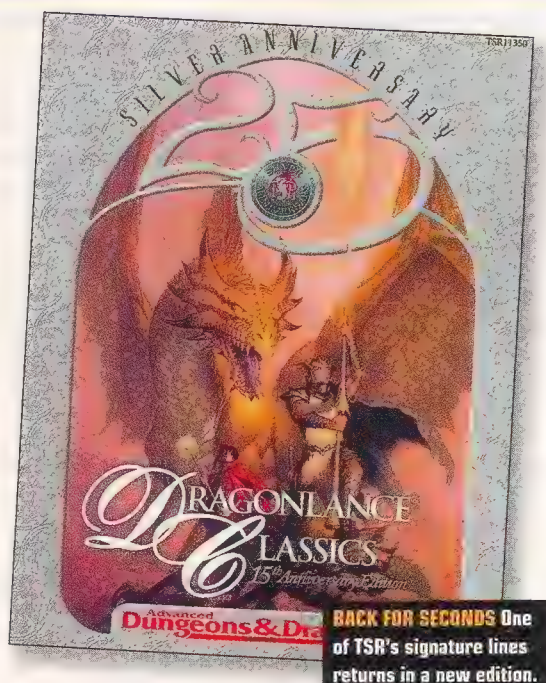
The Bad

The problem is that the story has already been written, and it railroads the game somewhat. Not only do you get sidebars explaining what happened at this point in the novels, which is interesting, the main plot-line follows a novel-like linear path, with a few branches here and there. It feels almost like a Fighting Fantasy Gamebook: Want to go to Pax Tharkas? Turn to page 62. Want to help the elves? Turn to page 58.

It begs the question: If you've read the novels and know what happens, why bother playing at all? You know there's going to be a giant slug in the Sla-Mori, so it isn't going to come as a surprise. And you know you're probably going to get captured in Solace and stuck in Fewmaster Toede's slave caravan. And then be freed by elves. And so on. Roleplaying games are about making your own decisions and writing your own story, not reading from a script.

Here, the script thunders along like a juggernaut and it will not stop. The players can't kill certain NPCs—they meet "obscure deaths" and come back later, having survived that fall into the abyss or apparent drowning. The air of chance and newness from the original modules

PUBLISHER: TSR
CATEGORY: Fantasy RPG campaign
RELEASE: May 1999
FORMAT: 256-page softcover
SUGGESTED RETAIL: \$25.95



offered is gone. In module DL1, when the play-testing party went into Yak Tsaorth, Raistlin's player decided to charm a gully dwarf, who became Bupu in the novels. This time round, Bupu is already there, waiting to be friendly. To me, this feels claustrophobic.

The Deal

As a campaign for GMs and players who know next to nothing about the original *Dragonlance* trilogy, this book could be fantastic, because it'll all be new and the linear nature of the campaign could be concealed with some clever GM chicanery. It also works as a collector's edition for *Dragonlance* lovers, either to stick on their shelf or as a re-enactment exercise.

If you're neither newbie nor gushing-fan, you'll need to put work into it so your players aren't just stuck in the same old groove. It still won't come close to campaigns like *Cthulhu's Masks of Nyarlathotep* or *Warhammer's Enemy Within*, but with some work, it can be about as good as *AD&D* gets. ■ Dan Joyce

THE VERDICT B-

Star Wars: Episode I Racer

Watto you waiting for? Jump behind the wheel of the galaxy's greatest thrill ride!

PUBLISHER: LucasArts

CATEGORY: Science fiction computer game

RELEASE: May 1999

SYSTEM: 166 MHz Pentium, 32 megs RAM, 188 megs HD space

SUGGESTED RETAIL: \$44.99

Pro wrestling? Football? Pokémon hunting? Feh. On Tatooine, there's only one sporting event worth checking out—podracing! In LucasArts' *Star Wars: Episode I Racer*, you're called on to jump behind the wheel of a podracer and race your way to championship gold!

The Good and the Bad

Put simply, *Episode I Racer* is one of the slickest looking and smoothest running racing games on the market today. Your podracer swings and lurches with dizzying speed through 20 tracks across seven planets, expertly recreating the podracing experience. A great addition is Watto's shop, where the 20 racers can modify the attributes of their distinct racers.

Unfortunately, much of the emphasis in *Episode I Racer* is on pure speed; unlike the podracing sequence in the movie, there's little in the way of racer combat. With the exception of Sebulba's racer, which is outfitted with flamejets, there aren't any weapons to speak of beyond your wits. Also, it takes some time getting used to the controls, and since some of the tracks can be lengthy—clocking in at over 20 miles in some cases—expect to have a sore thumb by the last finish line.

The Deal

Fans of racing games or "Star Wars" won't be disappointed in *Episode I Racer*, as its truly peerless graphics and gameplay experience will keep you on the edge of your seat. Others may be left hungering for more after they've chewed up Sebulba and won the Boonta Eve Classic for the fifth time. ■ Dan DiGiacomo

THE VERDICT **B**



Requiem: Avenging Angel

When your angel gets his "Trinity" Combat Shotgun, things start to get silly.

PUBLISHER: 3DO

CATEGORY: Fantasy computer game

RELEASE: April 1999

SYSTEM: 166 MHz Pentium, 32 megs RAM, 116 meg HD space

SUGGESTED RETAIL: \$44.99

Lilith and her army of rebel angels have taken over a spaceship in orbit around Earth and are threatening a holocaust. You are Malachi, one of the Lord's chosen, an angel who has been sent to defeat the forces of evil which threaten mankind. This is the unlikely premise of the first-person shooter *Requiem: Avenging Angel*.

The Good and the Bad

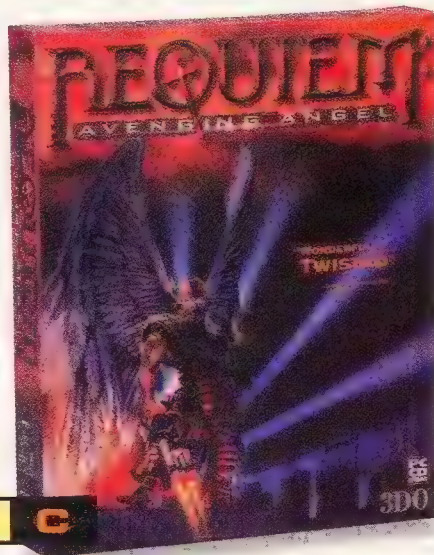
Angel has a much richer story line than most of its competitors and the idea of playing an angel—albeit a weak one, stripped of most of your angelic powers for some unknown reason—is very cool. Apparently, even stripped angels can fly a bit and shoot lightning from their palms, which is fun... for a while.

The fact is, there isn't much outstanding about this game. The graphics, while they denote interesting places, are nothing special, and while the initial premise is fun, it rapidly degenerates into silliness as Malachi the angel picks up his "Trinity" Combat Shotgun—I kid you not—and blasts away at demon dogs, rats and fish. The interface requires a memory that would shame a Biblical scholar, making use of 36 different keyboard commands! Add to this an ugly and non-intuitive screen interface and you can see why I was just about ready to join the rebel angels.

The Deal

It's a shame that a game with such an intriguing player character couldn't have been better realized. Hopefully Cyclone games will reintroduce Malachi someday, with a game worthy of his celestial presence. ■ Noah Dudley

THE VERDICT **C**



[ONDECK]

Urza's Destiny

A plethora of new *Magic* tricks.

A 5/5 trampler for three mana. Green's version of Ancestral Recall. The rebirth of Necropotence. Intrigued yet? These are some of the selling points of *Urza's Destiny*, the 17th expansion for *Magic*. Each expansion has its share of exciting cards, but unlike its predecessor *Urza's Legacy*, the final chapter in the Urza block is also peppered with cool new themes.

The Good and the Bad

Urza's Destiny's biggest strength is a variety of new mechanics that require you to give more careful thought to hand- and mana-management. Cards like the life-giving Scent Of Jasmine, whose effectiveness depends upon the number of like-color cards you reveal from your hand, present a wealth of strategic options. Another nifty mechanic is the "in-play" cycling—cards that you can spend two mana to sacrifice and draw a card. Other running themes include cards that provide a boon when they hit the graveyard and spells that eliminate all copies of a particular spell from your opponent's hand, graveyard and deck.

On the down side, it's disappointing that the core *Urza's Saga* mechanics got the shaft in this set. Only eight cards out of over 140 have cycling or echo. As has become the norm for *Magic* expansions, *Destiny* doesn't do anything to radically shake up the game, and there are more than a fair number of cards that will see little time outside your binder.

The Deal

Overall, *Urza's Destiny* is a solid set, but more importantly, it's an interesting set. The new themes are fun to play around with, and while there's nothing groundbreaking, plenty of new deck ideas will spring to mind as you sort through your new cards. ■ Jeff Hannes

PUBLISHER: Wizards of the Coast
CATEGORY: Fantasy CCG expansion
RELEASE: June 1999
FORMAT: 143 cards; 15-card booster packs
SUGGESTED RETAIL: \$2.99 per booster pack



THE VERDICT B+

The Siege of Sleeping Mountain

Samurai and sorcerers for beginners.

The warhosts of the Naga and the Brotherhood monks clash with Hitomi and the Emperor's army in a monumental battle for the very future of Rokugan in *Legend of the Five Rings'* two pre-constructed decks, *The Siege of Sleeping Mountain*. Ancient magics strike against samurai regiments, while the true reasons for the conflict come to light. These fixed sets aimed at starting players bring the thunderous conflict to life, while explaining the popular card game in a simple, concise fashion. Each set has two playable factions.

The Good and the Bad

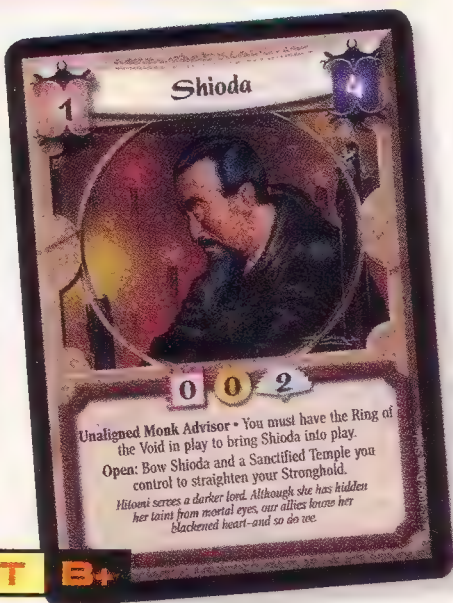
These decks are competitive and well-balanced. The set includes many exemplary cards from a variety of expansions, and all the important deck building cards come in multiples—including rares! Yes, the rules explanations are simple enough even for someone who has never played a collectible card game before. The compelling story of the battle unfolds across the cards, through new art and flavor text.

Unfortunately, veteran players and collectors may feel put off by the unique cards included in these introductory sets—including the variant strongholds—because they'll feel obliged to buy the set just for a few cards they don't already have. It also might have been nice to see some new art for common cards as well as the rare ones.

The Deal

If you've been putting off getting into *Legend of the Five Rings*, this is the perfect set to teach you the game. It gives you good, solid cards to get you playing, explains everything you need to know, and shows you some of the many reasons the game is so popular. ■ Paul M.M. Jacobus

PUBLISHER: Five Rings Publishing Group
CATEGORY: Samurai fantasy CCG
RELEASE: May 1999
FORMAT: Two separate preconstructed decks of 100 cards each
SUGGESTED RETAIL: \$9.99 per deck



THE VERDICT B+

THE "GOTTA COUNT 'EM ALL" POKÉMON CONTEST



HOW TO WIN

All you need do, you trainer wannabes, is find 15 pokémon scattered throughout this issue of *InQuest Gamer*. Those wacky cartoon critters have escaped from their cards, and you've got to list what pages they're hiding on.

GRAND PRIZE:

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GOTTA COUNT 'EM ALL POKÉMON CONTEST,
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Congers, NY 10920-0118

CONTEST DEADLINE
AUG 31 1999

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THE "GOTTA CATCH 'EM ALL" POKÉMON CONTEST

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PHONE NUMBER (WITH AREA CODE) _____			
E-MAIL ADDRESS (IF YA GOTTS ONE) _____			

REMEMBER: List every page where these pokémon show up.

ABRA _____	POLIWHIRL _____
CHARIZARD _____	RATICATE _____
CHARMANDER _____	RATTATA _____
DRATINI _____	SEEL _____
DROWZEE _____	SQUIRTLE _____
MEWTWO _____	WARTORTLE _____
PIDGEY _____	WEEDLE _____
PIKACHU _____	

FOOTNOTES

No purchase necessary. Contest is open to anyone except employees of Wizard Entertainment Group, Nintendo, their immediate families and rabies-infected pokémon. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail your entries to: The "Gotta Count 'Em All" Pokémon Contest, c/o InQuest Gamer, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries and all rights relating thereto become property of Wizard Entertainment Group and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules herein. All entries must be received at contest headquarters by August 31, 1999. Wizard Entertainment Group is not responsible for lost, late, misdirected or mutilated entries. Winners will be randomly selected from among all properly completed entries by Wizard Entertainment Group. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified no later than September 24, 1999. If an entrant, having been declared as a winner, does not accept the prize or the prize or prize notification is undeliverable, another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize which has been designated, the sponsor retains the right to substitute a prize or product of equal value to the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about September 24, 1999. All Rights Reserved. Pokémon, the Pokémon logo, all names and pictures of Pokémon characters or any other Pokémon-related item are registered trademarks, trademarks, and/or copyrights of Nintendo. Pictures used under authorization. All other properties are "TM" and/or "©" by their respective companies. Prizes, items, descriptions and product availability are subject to change without notice.

For a list of winners, available after September 24, 1999, send a self-addressed stamped envelope to: The "Gotta Count 'Em All" Pokémon Contest Winners List, c/o InQuest Gamer, P.O. Box 118, Congers, NY 10920-0118.

Card STOCK



WotC Cancels Mother's Day! by Rick Lipman

It's a bleak time for "MOMs" everywhere—Mind Over Matters, that is. The costly blue enchantment wasn't costly enough—it hit the chopping block and was banned from Standard tournaments effective July 1. This card was the linchpin of many combo decks and it seems as though WotC banned every other card which combined with Mind Over Matter before getting to the real culprit. Once again, you can expect its value to drop to \$3 or less as it becomes little more than binder space-filler.

MOM's banning is another sign that the DCI is trying to kill combo decks with the hope that some day, somewhere people will again play with creatures for the purpose of doing damage. Time Spiral (\$14) also felt Urza's Ax of Banning™ in Extended which now makes it illegal in the 50 United States and Canada. Other bannings included Gaea's Cradle (\$15), Serra's Sanctum (\$5.50) and Voltaic Key in Urza's Block formats, but this last batch should have no impact on the cards' prices since they are all still Standard-legal.

Destiny Calls

Amidst the latest bannings, over 100 new cards are getting ready to make their way into Standard. And since we're featuring prices for *Urza's Destiny* for the first time this month, we thought it



TREASURE OR TRASH? Players are hoarding *Destiny's* big beasts in the hopes they make a splash on the tourney scene.

would be a good idea to point out that whenever a new set comes out, it takes a few months for the prices to settle. For example, when *Mirage* came out, Grinning Totem (\$8) and Balduvian Horde (\$11) sold in the \$20 range, and while in actual play they turned out to be solid cards, they were not the bomb-diggity we all thought. On the other hand, Cursed Scroll (\$22), and Recurring Nightmare (\$5), initially thought of only as solid cards, quickly jumped up the charts as people realized their potential and power.

That said, let's take a look at the early fan reaction to *Urza's Destiny*. The Covetous Dragon (\$10), a 6/5 flier for five mana, and the Emperor Crocodile (\$9), a 5/5 for four mana, have become immediate favorite among the big-critter crowd. Both have the potential to be tournament staples if decks continue to move toward creature-based strategies. The 7/7 Thorn Elemental (\$7), to whom blockers are little less than a nuisance, and the 5/5 flying Blizzard Elemental (\$7) should certainly find a home in graveyard-recursion decks. However, it's a weenie—the 2/2 False Prophet (\$10)—that has nabbed the top spot as the card to get. Many players want a piece of this fella, thanks to his Wrath of God-like ability.

Some Enchanted Evening

Creatures aren't the only cards drawing attention in *Urza's Destiny*. Speaking of drawing, Yawgmoth's Bargain (\$8) is the new Necropotence. Its six-mana cost makes it expensive to cast, but players are already talking about combining it with the Academy Rector (\$4), which can fetch it from your deck and put it directly into play. Opposition (\$5) makes all of your creatures into Icy Manipulators, which can't be bad. And keep an eye out for an increase in the popularity of Opalescence (\$4); any card that lets you beat your opponent into submission with Runes of Protection bears some watching. Of course, the only guarantee in *Urza's Destiny* is that some card which can now be grabbed for \$3 will eventually shoot up in price and fulfill its destiny—and then be banned.

WHAT'S HOT TOP 10 CCGs

1. *Magic: The Gathering*
2. *Pokémon*
3. *Star Wars CCG*
4. *Legend of the Five Rings*
5. *Star Trek CCG*
6. *Young Jedi*
7. *Doomtown*
8. *Babylon 5 CCG*
9. *BattleTech*
10. *Legend of the Burning Sands*

BIGGEST MOVER

YOUNG JEDI



in other NEWS...

DAYS OF FUTURE PAST

In the "Pokémon" world, what is new and fresh on our side of the pond has been out for a while in Japan. Pokémon cards printed in Japanese are filtering into the U.S. and the prices for these have been somewhat frenzied. Packs of the Japanese basic set—identical to the WotC set but in Japanese—have been selling well at \$6-\$9 dollars a pack. The packs of Pokémon expansions *Jungle*, *Fossil*, *Team Rocket* and *Gym Leaders* also are moving well with *Fossil* being very popular due to Mew (\$39), Aerodactyl (\$25), Moltres (\$16) and Articuno (\$16). Mew is very hard to catch in the Pokémon Game Boy game and so people assume he is ultra-rare in *Fossil* as well. In truth he is no rarer than any other rare in the set. In fact, the only card which is really hard to find is the ultra-rare in the *Team Rocket* expansion. The trainer Here Come the Rockets (\$80) is a foil card with a picture of Jesse, James and Meowth. It has a white star on the bottom (instead of a black star) to signify its special status.

Gym Leaders starters (\$30) are pre-constructed, themed decks based on the leaders of the various gyms which Ash must defeat in order to gain badges. Misty's deck is full of water Pokémon, Brock's contains fighting Pokémon and so on. The *Gym Leaders* boosters contain cards made to increase the power of the six pre-constructed decks, and of course they are usable in any Pokémon deck as well. They also come with a cool themed plastic "coin" to use as a flipper.

PHANTOM NO MORE

Decipher's *Young Jedi*, the first CCG based on "The Phantom Menace" is no ghost—it's been on sale since the movie came out and has done extremely well. Excellent collation makes it very possible to get a set out of a box, so most of the singles range from \$4 to \$6. However, players looking to build decks around the main characters have been willing to pay more for the big guns, especially Qui-Gon Jinn (\$7) and the rare Darth Maul (\$9).

Collectors, on the other hand, have set their sights on the 18-card foil set. Inserted randomly into booster packs and replacing the pack's rare, the foils are reprints of cards from the regular set. They range from \$6 and up, and the most sought after are Darth Sidious (\$20) and Jar-Jar Binks (\$20). The foil cards are classified as common, uncommon or rare with the rares being extremely difficult to track down.

Rick-Rick Lipman would have liked "The Phantom Menace" more if Qui-Gon's sidekick had been a Charizard.

1 FALSE PROPHET

Well, it didn't take long for *Urza's Destiny* to make its mark on the Top 10 list. Those who didn't pick up a foil False Prophet at the pre-release tournament are eagerly trying to get their hands on the king of control critters. Fans are going ga-ga over this Wrath Of God and Pearled Unicorn all rolled up into one. Other *Destiny* favorites so far include the big and nasty Covetous Dragon and Emperor Crocodile and the Necro-replacement Yawgmoth's Bargain. As the set has more exposure and becomes tourney-legal, expect interest to pick up in some of the other goodies the set has to offer. Meanwhile, Living Death continues strong, and it's now joined by the graveyard retrieving Oath of Ghouls.



MAGIC The Gathering®

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Alpha cards have rounder corners
when compared to Beta cards.

Full Set (300 cards) \$3,600.00
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All unlisted cards are 80% of Beta value.
Unlisted Alpha errors are worth
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Black Lotus	ART R	400.00
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Forcefield	ART R	120.00
Gaea's Liege	SC R	16.00
Gauntlet of Might	ART R	125.00
Jade Monolith	ART R	12.00
Living Wall	AC U	5.00
Lord of Atlantis	SC R	13.00
Mana Short	INS R	12.00
Mox Emerald	ART R	190.00
Mox Jet	ART R	180.00
Mox Pearl	ART R	190.00
Mox Ruby	ART R	190.00
Mox Sapphire	ART R	190.00
Orchish Artillery	SC U	6.00
Orchish Oniflame	EN U	16.00
Roc of Kher Ridges	SC R	15.00
Rock Hydra	SC R	22.00
Sedge Troll	SC R	20.00

BETA LIMITED

WIZARDS OF THE COAST-1993

Beta cards are black-bordered.

Full Set (302 cards) 4,000.00
Starter Deck (60 cards) 285.00
Starter Box (10 decks) 2,600.00
Booster Pack (15 cards) 125.00
Booster Box (36 packs) 3,500.00
Unlisted Commons 75

Air Elemental	SC U	3.00
Ancestral Recall	INS R	220.00
Animate Artifact	EN U	2.00
Animate Dead	EN U	2.50
Animate Wall	EC R	5.50
Annihilation	ART R	8.00
Armageddon	SOR R	40.00
Aspect of Wolf	EC R	8.00
Bad Moon	EN R	17.50
Badlands	LAN R	45.00
Balance	SOR R	30.00
Basalt Monolith	ART U	5.50
Bayou	LAN R	45.00
Berserk	INS U	45.00
Birds of Paradise	SC R	45.00
Black Knight	SC U	7.00
Black Lotus	ART R	400.00
Black Vise	ART R	10.00
Black Ward	EC U	2.00
Blaze of Glory	INS R	42.00
Blessing	EC R	11.00
Blue Ward	EC U	1.25
Boog Wraith	SC U	2.25
Brainweaver	SOR R	20.00
Burrowing	EC U	1.50
Camouflage	INS U	11.00
Castle	EN U	2.50
Celestial Prism	ART U	2.00
Channel	SOR U	2.50
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Chaosclash	INT R	5.00
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Clone	SC U	8.00
Cockatrice	SC R	10.00
Consecrate Land	EL U	16.00
Conservator	ART U	2.00
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Conversion	EN U	2.00
Copper Tablet	ART U	11.00
Copy Artifact	EN R	20.00

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Crystal Rod	ART U	2.00
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Darkpact	SOR R	8.00
Deathgrip	EN U	2.00
Deathlace	INT R	5.00
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Demonic Hordes	SC R	22.00
Demonic Tutor	SOR U	20.00
Dingus Egg	ART R	9.00
Disenchant	INS C	5.00
Disintegrate	SOR C	3.00
Disrupting Scepter	ART R	18.00
Drain Life	SOR C	2.00
Dragon Whelp	SC U	4.00
Drain Power	SOR R	8.00
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Earth Elemental	SC U	2.00
Earthbind	EC C	1.25
Earthquake	SOR R	14.00
Elvish Archers	SC R	10.00
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Farmstead	EL R	8.00
Fastbond	EN R	13.00
Feedback	EE U	2.00
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Fungusaur	SC R	10.00
Gaea's Liege	SC R	10.00
Gauntlet of Might	ART R	120.00
Giant Growth	INS C	3.00
Glasses of Urza	ART U	2.00
Gloom	EN U	3.00
Goblin Balloon Brigade	SC U	3.00
Goblin King	SC R	12.00
Granite Gargoyle	SC R	14.00
Green Ward	EC U	2.00
Guardian Angel	INS C	1.00
Helm of Chazkuk	ART R	6.00
Hive, The	ART R	8.00
Howling Mine	ART R	24.00
Humane	SOR U	3.00
Hypnotic Specter	SC U	12.00
Ice Storm	SOR U	30.00
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Ivory Cup	ART U	2.00
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Jade Statue	ART R	18.00
Jayemdae Tome	ART R	25.00
Juggernaut	AC U	9.00
Karma	EN U	4.00
Keldon Warlord	SC U	3.00
Kormus Bell	ART R	7.00
Kudzu	EL R	7.00
Lance	EC U	3.00
Ley Druid	SC U	2.00
Library of Leng	ART U	2.25
Lich	EN R	50.00
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Lifelace	INT R	5.00
Lifetap	EN U	2.00
Lightning Bolt	INS C	12.00
Living Artifact	EA R	7.00
Living Lands	EN R	5.00
Living Wall	AC U	4.00
Llanowar Elves	SC C	2.00
Lord of Atlantis	SC R	11.50
Lord of the Pit	SC R	18.00
Lure	EC U	2.00
Magic Hack	INT R	9.00
Mahamoti Djinn	SC R	24.00
Manabarb	EN R	7.00
Mana Flare	EN R	15.00
Mana Short	INS R	3.00
Mana Vault	ART R	20.00

Meekstone	ART R	10.00
Mind Twist	SOR R	8.00
Mox Emerald	ART R	115.00
Mox Jet	ART R	115.00
Mox Pearl	ART R	115.00
Mox Ruby	ART R	115.00
Mox Sapphire	ART R	225.00
Natural Selection	INS R	35.00
Nether Shadow	SC R	9.00
Nettling Imp	SC U	3.00
Newmyr's Disk	ART R	35.00
Nightmare	SC R	22.00
Northern Paladin	SC R	12.00
Obsidian Golem	AC U	2.00
Orchish Artillery	SC U	2.00
Orchish Oniflame	EN U	2.00
Paralyze	EC C	1.00
Personal Incarnation	SC R	10.00

Rock Hydra	SC R	15.00
Rod of Ruin	ART U	2.00
Royal Assassin	SC R	25.00
Sacrifice	INT U	2.00
Savannah	LAN R	45.00
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Serra Angel	SC U	25.00
Shatter	INS C	1.00
Shivan Dragon	SC R	50.00
Simulacrum	INS U	2.00
Sinkhole	SOR C	20.00
Siren's Call	INS U	2.00
Sleight of Mind	INT R	9.50
Smoke	EN R	6.50

Tsunami	SOR U	1.50
Tundra	LAN R	45.00
Tunnel	SOR U	1.50
Two-Headed Giant of Foriys	SC R	55.00
Underground Sea	LAN R	45.00
Utterden Troll	SC U	2.25
Yerduran Enchantress	SC R	8.00
Yessan Coppelganger	SC R	35.00
Veteran Bodyguard	SC R	16.00
Volcanic Eruption	SOR R	8.00
Volcanic Island	LAN R	45.00
Wall of Air	SC U	2.00
Wall of Bone	SC U	1.50
Wall of Brambles	SC U	2.00
Wall of Fire	SC U	1.75
Wall of Ice	SC U	1.75
Wall of Stone	SC U	1.50
Wall of Swords	SC U	2.00
Wall of Water	SC U	1.00
Wanderlust	EC U	2.00
Warp Artifact	EA R	5.00
Water Elemental	SC U	2.00
Web	EC R	7.00
Wheel of Fortune	SOR R	26.00
White Knight	SC U	6.00
White Ward	EC U	2.00
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Winter Orb	ART R	25.00
Wooden Sphere	ART U	2.00
Word of Command	INS R	55.00
Wrath of God	SOR R	40.00
Zombi Master	SC R	8.50



DOUBLE TAKES

TRIPLE MEANING

Tempest's Chill takes the cake in the multiple meaning department. The obvious meaning of chill—to render colder—is shown being done to the sword in the picture. Another meaning, "to relax," is reiterated in the flavor text, "Temper, temper." And another meaning of temper? It's to harden metal by alternate heating and cooling, like in the picture!

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Phantasmal Forces	SC U	2.00
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Spell Blast	INT C	1.00
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Stone Giant	SC U	1.50
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Sunglasses of Urza	ART R	8.00
Swords to Plowshares	INS U	14.00
Taija	LAN R	45.00
Temple	INS C	1.50
Thicket Basilisk	SC U	3.00
Thoughtcave	INT R	5.00
Throne of Bone	ART U	2.00
Timber Wolves	SC R	7.00
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Time Walk	SOR R	250.00
Timetwister	SOR R	175.00
Tropical Island	LAN R	45.00

UNLIMITED EDITION WIZARDS OF THE COAST-1993

Cards are white-bordered but otherwise identical to Beta cards.

Full Set (302 cards) \$2,550.00
Starter Deck (60 cards) 215.00
Starter Box (10 decks) 2,000.00
Booster Pack (15 cards) 120.00
Booster Box (36 packs) 3,150.00
Unlisted Commons 25

Air Elemental	SC U	1.50
Ancestral Recall	INS R	175.00
Animate Artifact	EA U	1.25
Animate Dead	EN U	1.25
Animate Wall	EC R	3.00
Annihilation	ART R	3.50
Armageddon	SOR R	8.00
Aspect of Wolf	EC R	4.50
Bad Moon	EN R	8.00
Badlands	LAN R	18.00
Balance	SOR R	6.00
Basalt Monolith	ART U	2.00
Bayou	LAN R	20.00
Berserk	INS U	36.00
Birds of Paradise	SC R	10.00
Black Knight	SC U	2.50
Black Lotus	ART R	325.00
Black Vise	ART U	2.50
Black Ward	EC U	1.00
Blaze of Glory	INS R	35.00
Blessing	EC R	6.00
Blue Ward	EC U	1.00
Boog Wraith	SC U	1.00
Brainweaver	SOR R	14.00
Burrowing	EC U	1.00
Camouflage	INS U	7.00
Castle	EN U	1.00
Celestial Prism	ART U	1.00
Channel	SOR U	1.00
Chaos Orb	ART R	58.00
Chaosclash	INT R	2.50
Clockwork Beast	AC R	3.50
Clone	SC U	5.00
Cockatrice	SC R	1.00
Consecrate Land	EL U	16.00
Conservator	ART U	1.00
Contract from Below	SOR R	4.50
Control Magic	EC R	3.00
Conversion	EN U	1.00
Copper Tablet	ART U	7.50
Copy Artifact	EN R	10.00
Counterspell	INT U	2.00
Crusade	EN R	7.00
Crystal Rod	ART U	1.00

MAGIC DATA

C=COMMON

R=RARE

ARTIFACT	BLACK	BLUE	GOLD	GREEN	LAND
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ART Artifact	EA Enchant Artifact	EN Enchantment	INT Int	LL Land	MS Magic	SC Sorcery	SR Sorcery	UR Uncommon	UR Uncommon
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Land	MS Magic	MS Magic	MS Magic	MS Magic	MS Magic	MS Magic
CR Current Rarity	EL Enchant Land	INS Instant	MS Magic	MS Magic	MS Magic	MS Magic	MS Magic	MS Magic	MS Magic

PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

● Cursed Land	EL	U	75
● Cyclopean Tomb	ART	R	46.00
● Darkpact	SOR	R	4.50
● Deathgrip	EN	U	1.00
● Deathlace	INT	R	2.00
● Demonic Attorney	SOR	R	4.00
● Demonic Hordes	SC	R	12.00
● Demonic Tutor	SOR	U	6.00
● Dingus Egg	ART	R	4.50
● Disrupting Scepter	ART	R	4.00
● Dragon Whelp	SC	U	2.50
● Drain Power	SOR	R	4.00
● Dwarven Demolition Team	SC	U	7.00
● Earth Elemental	SC	U	1.00
● Earthbind	EC	C	6.00
● Earthquake	SOR	R	5.00
● Elvish Archers	SC	R	5.00
● Evil Presence	EL	U	1.00
● False Orders	INS	C	3.00
● Farmstead	EL	R	5.00
● Feedback	EN	R	5.50
● Fire Elemental	SC	U	1.00
● Flashfires	SOR	U	1.00
● Force of Nature	SC	R	8.50
● Forcefield	ART	R	95.00
● Fork	INT	R	20.00
● Fungusaur	SC	R	7.00
● Gaea's Liege	SC	R	4.00
● Baumeft of Might	ART	R	90.00
● Glasses of Urza	ART	U	1.00
● Gloom	EN	U	1.00
● Goblin Balloon Brigade	SC	U	1.50
● Goblin King	SC	R	6.00
● Granite Gargoyle	SC	R	10.00
● Green Ward	EC	U	1.00
● Guardian Angel	INS	C	5.00
● Helm of Chaztuck	ART	R	4.00
● Hive, The	ART	R	5.00
● Howling Mine	SOR	U	1.00
● Hurricane	SOR	U	1.00
● Hypnotic Specter	SC	U	2.00
● Ice Storm	SOR	U	21.00
● Icy Manipulator	ART	U	28.00
● Illusory Mask	ART	R	32.00
● Instill Energy	EC	U	1.00
● Invisibility	EC	C	4.00
● Iron Star	ART	U	1.00
● Island Sanctuary	EN	R	3.50
● Ivory Cup	ART	U	1.00
● Jade Maneth	ART	R	3.00
● Jade Statue	ART	U	12.50
● Jayemdae Tome	ART	R	5.50
● Juggernaut	AC	U	4.50
● Karma	EN	U	1.00
● Keldon Warlord	SC	U	1.50
● Kormus Bell	ART	R	4.00
● Kudzu	EL	R	4.50
● Lance	EC	U	1.25
● Ley Druid	SC	U	1.00
● Library of Leng	ART	U	1.00
● Lich	EN	R	10.00
● Lifeforce	EN	U	75
● Lifeface	INT	R	3.00
● Lifetap	EN	U	1.00
● Lightning Bolt	INS	C	1.50
● Living Artifact	EA	R	4.00
● Living Lands	EN	R	3.00
● Living Wall	AC	U	2.00
● Lord of Atlantis	SC	R	5.50
● Lord of the Pit	SC	R	7.50
● Lore	EC	U	1.00
● Magical Hack	INT	R	5.00
● Mahamoti Djinn	SC	R	8.50
● Mana Flare	EN	R	6.00
● Mana Short	INS	R	5.00
● Mana Vault	ART	R	6.50
● Manabarb	EN	R	3.50
● Meekstone	ART	R	5.00
● Mind Twist	SOR	R	5.00
● Mind Emerald	ART	R	170.00
● Max Jet	ART	R	170.00
● Max Pearl	ART	R	170.00
● Max Ruby	ART	R	170.00
● Max Sapphire	ART	R	180.00
● Natural Selection	INS	R	25.00
● Nether Shadow	SC	R	4.00
● Nettling Imp	SC	U	2.00
● Nevinyrral's Disk	ART	R	8.00
● Nightmare	SC	R	8.00
● Northern Paladin	SC	R	7.00
● Obsidian Golem	AC	U	1.00
● Orichalcum	SC	U	1.00
● Orichalcum	EN	U	1.00
● Personal Incarnation	SC	R	4.50
● Phantasmal Forces	SC	U	1.00
● Phantom Monster	SC	U	1.00
● Pirate Ship	SC	R	4.00
● Plateau	LAN	R	20.00
● Power Surge	EN	R	3.00
● Psionic Blast	INS	U	25.00
● Purlace	INT	R	3.00
● Raging River	EN	R	32.00

● Red Ward	EC	U	1.00
● Regrowth	SOR	U	5.00
● Resurrection	SOR	U	2.00
● Reverse Damage	INS	R	5.50
● Righteousness	INS	R	4.00
● Roc of Kher Ridges	SC	R	7.00
● Rock Hydra	SC	R	10.00
● Red of Hydru	ART	U	1.00
● Royal Assassin	SC	R	12.00
● Sacrifice	INT	U	1.50
● Savannah	LAN	R	18.00
● Savannah Lions	SC	R	5.00
● Scavenging Ghoul	SC	U	1.00
● Scrubland	LAN	R	18.00
● Sedge Troll	SC	R	7.00
● Sengir Vampire	SC	U	6.00
● Serra Angel	SC	U	5.00
● Shivan Dragon	SC	R	18.00
● Simulacrum	INS	U	1.00
● Sinkind	SOR	C	12.00
● Siren's Call	SOR	U	1.00
● Sleight of Mind	INT	R	4.00
● Smoke	EN	R	3.50
● Sol Ring	ART	U	6.00
● Soul Net	ART	U	1.00
● Steal	EN	U	5.00
● Stasis	EN	R	1.00
● Steel Artifact	SC	U	1.00
● Stone Giant	SC	U	1.00
● Sunglasses of Urza	ART	R	4.00
● Swords to Plowshares	INS	U	2.00
● Taget	LAN	R	18.00
● Thicket Basilisk	SC	U	1.00
● Thoughtspace	INT	R	3.00
● Throne of Bone	ART	U	1.00
● Timber Wolves	SC	R	3.50
● Time Vault	ART	R	60.00
● Time Walk	SOR	R	180.00
● Timetwister	SOR	R	125.00
● Tropical Island	LAN	R	18.00
● Tsunami	LAN	R	18.00
● Tundra	LAN	R	18.00
● Tunnel	SOR	U	1.00
● Two-Headed Giant of Forays	SC	R	40.00
● Underground Sea	LAN	R	18.00
● Uthden Troll	SC	U	75
● Verduran Enchantress	SC	R	3.50
● Vesuvan Doppelganger	SC	R	20.00
● Veteran Bodyguard	SC	R	9.00
● Volcanic Eruption	SOR	R	4.00
● Volcanic Island	LAN	R	18.00
● Wall of Air	SC	U	1.00
● Wall of Bone	SC	U	1.00
● Wall of Brambles	SC	U	1.00
● Wall of Fire	SC	U	1.00
● Wall of Ice	SC	U	1.00
● Wall of Stone	SC	U	1.00
● Wall of Swords	SC	U	1.50
● Wall of Water	SC	U	1.00
● Wanderlust	EC	U	1.00
● Warp Artifact	EA	R	2.75
● Water Elemental	SC	U	1.00
● Web	EC	R	4.00
● Wheel of Fortune	SOR	R	12.00
● White Knight	SC	U	2.00
● White Ward	EC	U	1.00
● Wit/O'-The-Wisp	SC	R	5.50
● Winter Orb	ART	R	5.00
● Wooden Sphere	ART	U	75
● Word of Command	INS	R	45.00
● Wrath of God	SOR	R	8.00
● Zombie Master	SC	R	5.00

REVISED EDITION
WIZARDS OF THE COAST-1994
 Cards are white-bordered and nearly identical to Unlimited cards. Unlisted cards are worth 80% of Unlimited price. Printing of Unlimited cards gave them rich, vibrant colors while Revised has very dull colors. Unlimited cards also had a much lower print run and are more highly sought by collectors.

Full Set (305 cards)	\$285.00
Starter Deck (60 cards)	30.00
Starter Box (10 decks)	250.00
Booster Pack (15 cards)	10.00
Booster Box (36 packs)	300.00

● Aladdin's Lamp	ART	R	2.50
● Aladdin's Ring	ART	R	1.50
● Armageddon Clock	ART	R	2.00
● Atiy	SC	C	25
● Badlands	LAN	R	13.00
● Basil Monolith	ART	U	75
● Bayo	LAN	R	13.00
● Birds of Paradise	SC	R	8.00
● Bottle of Suleiman	ART	R	1.50
● Braincyst	SOR	R	7.00
● Brass Man	SC	U	50
● Clone	SC	U	5.00

● Contract From Below	SOR	R	3.00
● Crumble	INS	U	50
● Dancing Scimitar	AC	R	1.75
● Demonic Attorney	SOR	R	2.75
● Demonic Hordes	SC	R	9.00
● Demonic Tutor	SOR	U	4.50
● Desert Twister	SOR	U	75
● Dragon Engine	AC	R	1.50
● Gwaevae Weaponsmith	SC	U	75
● Ebony Horse	ART	R	1.75
● El-Hajaj	SC	R	2.50
● Energy Flux	EN	U	50
● Erg Raiders	SC	C	25
● Eye for an Eye	INS	R	2.50
● Flying Carpet	ART	R	1.75
● Hurky's Recall	INS	R	2.00
● Island Fish Jascous	SC	R	2.00
● Ivory Tower	ART	R	3.50
● Jandar's Ring	ART	R	2.50
● Jandar's Saddlebags	ART	R	1.50
● Kird Ape	SC	C	1.00
● Magnetic Mountain	EN	R	2.00
● Mjau Djinn	SC	R	4.50
● Mishra's War Machine	AC	R	1.50
● Onulet	AC	R	1.25
● Ornithopter	AC	U	50
● Plateau	LAN	R	12.00
● Primal Clay	AC	R	1.50
● Rack, The	ART	U	75
● Reconstruction	SOR	C	25
● Reverse Polarity	INS	C	25
● Rocket Launcher	ART	R	3.00
● Savannah	LAN	R	12.00
● Scrubland	LAN	R	12.00
● Serendib Efreit	SC	R	7.00

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a 1995 copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	\$200.00
Starter Deck (60 cards)	10.00
Starter Box (10 decks)	90.00
Booster Pack (15 cards)	3.25
Booster Box (36 packs)	105.00
Commons	15
Unlisted Uncommons	50

● Air Elemental	SC	U	50
● Aladdin's Lamp	ART	R	2.00
● Aladdin's Ring	ART	R	2.75
● Angry Mob	SC	U	50
● Animate Dead	EN	U	50
● Animate Wall	EC	R	1.50
● Ankh of Mishra	ART	R	2.50
● Armageddon	SOR	R	8.00
● Armageddon Clock	ART	R	2.00
● Ashes to Ashes	SC	U	25
● Aspect of Wolf	EC	R	2.00
● Bad Moon	EN	R	6.00
● Balance	SOR	R	4.25
● Ball Lightning	SC	R	13.00
● Birds of Paradise	SC	R	7.00
● Black Mana Battery	ART	R	2.50
● Blessing	EC	R	3.00
● Blue Mana Battery	ART	R	2.00
● Bottle of Suleiman	ART	R	2.00
● Brass Man	AC	U	50
● Bronze Tablet	ART	R	2.00
● Carrion Ants	SC	U	2.00
● Chastace	INT	R	1.50



DOUBLE TAKES

ALL THAT'S FIT TO MISPRINT
 Some misprints are obvious. But others require a sharper eye. Antiquities' Tawnos's Weaponry has one variation where the mana circle in the text box is shifted down a line, while Legends' Imprison has a similar mistake. Gaea's Touch, from The Dark, has a version where all text on the card is shifted to the left.

● Shatterstorm	SOR	U	1.50
● Sol Ring	ART	U	5.00
● Sorceress Queen	SC	R	5.00
● Taiga	LAN	R	14.00
● Titania's Song	EN	R	1.75
● Tropical Island	LAN	R	12.00
● Tundra	LAN	R	13.00
● Underground Sea	LAN	R	12.00
● Unstable Mutation	EC	C	25
● Volcanic Island	LAN	R	12.00

○ Circle of Protection: Artifact	EN	U	1.00
● Clockwork Avian	AC	R	2.50
● Clockwork Beast	AC	R	2.50
● Cockatrice	SC	R	3.00
● Colossus of Sardia	AC	R	5.00
● Control Magic	EC	U	1.50
● Coral Helm	ART	R	2.00
● Cosmic Horror	SC	R	2.00
● Crimson Mantle	SC	R	3.00
● Crusade	EN	R	6.00
● Cursed Land	EL	U	50

● Dancing Scimitar	AC	R	1.50
● Deathlace	INT	R	1.25
● Dingus Egg	ART	R	3.00
● Disrupting Scepter	ART	R	2.75
● Divine Transformation	EC	U	1.00
● Dragon Engine	AC	R	1.50
● Dragon Whelp	SC	U	75
● Drain Power	SOR	R	4.00
● Earthquake	SOR	R	4.00
● Ebony Horse	ART	R	1.50
● El-Hajaj	SC	R	2.00
● Elder Land Wurm	SC	R	2.50
● Elvish Archers	SC	R	3.00
● Eye for an Eye	INS	R	2.50
● Fellwar Stone	ART	U	75
● Flying Carpet	ART	R	1.50
● Force of Nature	SC	R	6.00
● Fungusaur	SC	R	3.00
● Gaea's Liege	SC	R	4.00
● Golem King	EN	R	3.00
● Greed	EN	R	3.00
● Green Mana Battery	ART	R	2.00
● Helm of Chaztuck	ART	R	1.50
● Hive, The	ART	R	3.00
● Howling Mine	ART	R	6.50
● Hurky's Recall	INS	R	2.00
● Hurk Jackal	SC	R	1.00
● Hypnotic Specter	SC	U	2.50
● Inferno	INS	R	3.00
● Instill Energy	EC	U	50
● Island Fish Jascous	SC	R	1.50
● Island Sanctuary	EN	R	2.00
● Ivory Tower	ART	R	4.00
● Jade Monolith	ART	R	1.50
● Jandar's Saddlebags	ART	R	2.00
● Jayemdae Tome	ART	R	3.50
● Junun Efreit	SC	U	1.00
● Keldon Warlord	SC	U	1.50
● Killer Bees	SC	U	1.75
● Kismet	EN	U	1.00
● Kormus Bell	ART	R	2.00
● Land Tax	EN	R	4.00
● Leviathan	SC	R	4.50
● Lifeblood	INT	R	1.50
● Living Artifact	EA	R	2.00
● Living Lands	EN	R	2.00
● Lord of Atlantis	SC	R	4.00
● Lord of the Pit	SC	R	5.50
● Magical Hack	INT	R	3.00
● Magnetic Mountain	EN	R	2.00
● Mahamoti Djinn	SC	R	7.00
● Mana Clash	SOR	R	2.50
● Mana Flare	EN	R	5.00
● Mana Vault	INS	R	3.50
● Manabarb	EN	R	2.50
● Meekstone	ART	R	3.00
● Millstone	ART	R	5.00
● Mind Twist	SOR	R	5.00
● Mishra's Factory	LAN	U	3.50
● Mishra's War Machine	AC	R	1.50
● Nether Shadow	SC	R	2.50

MAGIC

The Gathering®

Price Guide

● Urza's Avenger	AC R	3.50	● Flame Spirit	SC U	.50
● Uthden Trill	SC U	1.00	● Flying Carpet	ART R	1.75
● Verduran Enchantress	SC R	3.00	● Force of Nature	SC R	5.50
● Volcanic Eruption	SOR R	2.00	● Forget	SOR R	2.00
● Wanderlust	EC U	.50	● Fountain of Youth	ART U	.50
● Warp Artifact	EA R	1.50	● Fungusaur	SC R	3.00
● Web	EC R	2.50	● Fyndhorn Elder	SC U	.75
● White Mana Battery	ART R	2.00	● Game of Chaos	SOR R	2.50
● Whirling Dervish	SC U	1.00	● Gauntlets of Chaos	ART R	3.00
● Will-O'-The-Wisp	SC R	4.50	● Goblin King	SC R	4.00
● Winds of Change	SOR R	2.50	● Goblin Warrens	EN R	3.00
● Winter Blast	SOR U	.75	● Greater Realm of Pres. EN	U	1.50
● Winter Orb	ART R	4.50	● Havenwood Battleground	LAN U	.75
● Wrath of God	SOR R	7.00	● Hecatomb	EN R	4.50
● Xenic Poltergeist	SC R	1.50	● Helm of Chazkuk	ART R	2.00
● Zombie Master	SC R	3.00	● Hive, The	ART R	3.00

FIFTH EDITION

WIZARDS OF THE COAST-1997

Full Set (449 cards)	250.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	85.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	80.00
Commons	.15
Unlisted Uncommons	.50

● Abyssal Specter	SC U	.75	● Ironclaw Curse	EC R	1.50
● Adarkar Wastes	LAN R	4.50	● Island Sanctuary	EN R	2.00
● Aether Storm	EN R	.75	● Jade Monolith	ART R	2.00
● Akron Legionnaire	SC R	2.00	● Jalm Tome	ART R	3.00
● Aladdin's Ring	ART R	2.00	● Jandor's Saddlebags	ART R	1.75
● An-Havva Constable	SC R	2.00	● Jayemdae Tome	ART R	3.50
● Animate Wall	EC R	2.00	● Jester's Cap	ART R	9.00
● Ank of Mishra	ART R	3.00	● Jokulhaups	SOR R	5.00
● Armageddon	SOR R	7.00	● Juxtapose	SOR R	2.00
● Aspect of Wolf	EC R	2.50	● Karma	EN U	.50
● Azure Drake	SC U	.50	● Karplusan Forest	LAN R	4.50
● Bad Moon	EN R	5.50	● Killer Bees	SC U	1.00
● Ball Lightning	SC R	12.00	● Kismet	EN R	1.00
● Baril's Cage	ART R	2.50	● Kjeldoran Royal Guard	SC R	3.50
● Binding Grasp	EC U	.75	● Knight of Stromgald	SC U	1.00
● Birds of Paradise	SC R	6.50	● Leviathan	SC R	4.00
● Black Knight	SC U	1.00	● Lhurgoyf	SC R	6.00
● Blinking Spirit	SC R	4.00	● Lifeforce	EN U	.50
● Bottle of Suleiman	ART R	2.00	● Lifetap	EN U	.50
● Bottomless Vault	LAN R	3.00	● Living Artifact	EA R	1.50
● Breeding Pit	EN U	1.50	● Living Lands	EN R	1.50
● Broken Visage	INS R	2.50	● Lord of Atlantis	SC R	4.00
● Brushland	LAN R	4.50	● Lord of the Pit	SC R	6.50
● Caribou Range	EL R	3.00	● Magical Hack	INT R	2.50
● Carrion Ants	SC U	1.50	● Magus of the Unseen	SC R	3.00
● CoP: Artifacts	EN R	1.00	● Mana Clash	SOR R	2.00
● City of Brass	LAN R	12.00	● Mana Flare	EN R	5.00
● Clockwork Beast	AC R	2.25	● Mana Vault	ART R	6.00
● Cockatrice	SC R	3.00	● Manabars	EN R	2.50
● Colossus of Sardia	AC R	5.00	● Meekstone	ART R	3.00
● Conquer	EL U	1.00	● Millstone	ART R	5.00
● Coral Helm	ART R	2.00	● Mind Warp	SOR U	.50
● Crow Giant	SC U	1.00	● Necropotence	EN R	7.00
● Crimson Manticores	SC R	3.00	● Nether Shadow	SC R	3.00
● Crown of the Ages	ART R	3.00	● Nevinyr's Disk	ART R	6.50
● Crusade	EN R	5.50	● Nightmare	SC R	6.00
● Dance of Many	EN R	3.25	● Obelisk of Undoing	ART R	2.50
● Dancing Scimitar	AC R	2.00	● Dreish Oriflamme	EN U	.50
● Deathgrip	EN R	1.00	● Dreish Squatters	SC R	3.50
● Deflection	INT R	6.00	● Order of the Sacred Torch	SC R	3.50
● Dereler	SC R	2.50	● Order of the White Shield	SC U	1.25
● Desert Twister	SOR U	.75	● Orga	SC R	2.50
● Dingsus Egg	ART R	2.00	● Pentagram of the Ages	ART R	3.00
● Disrupting Scepter	ART R	3.25	● Personal Incarnation	SC R	3.50
● Divine Transformation	EC U	.75	● Pirate Ship	SC R	3.00
● Dragon Engine	AC R	1.50	● Primal Clay	AC R	1.50
● Drain Power	SOR R	3.00	● Primal Order	EN R	3.50
● Dwarven Hold	LAN R	2.50	● Pyroblast	INT U	.75
● Earthquake	SOR R	3.50	● Pyrotechnics	SOR U	.50
● Elder Druid	SC R	3.00	● Rabid Wombat	SC U	1.00
● Elkin Bottle	ART R	2.00	● Rag Man	SC R	2.00
● Elven Riders	SC U	1.50	● Recall	SOR R	2.50
● Elvish Archers	SC R	2.50	● Reverse Damage	INS R	3.50
● Evil Eye of Orms-by-Gore	SC U	1.50	● Righteousness	INS R	3.00
● Eye for an Eye	INS R	3.00	● Ruins of Trokair	LAN U	.50
● Fallen Angel	SC U	1.50	● Sand Slits	LAN R	2.50
● Fallow's Cane	ART U	.75	● Sea Spirit	SC U	.50
● Feldwar Stone	ART U	1.00	● Sea Sprite	SC U	.75
● Feroz's Ban	ART R	2.00	● Seasinger	SC U	1.00
● Fire Drake	SC U	.75			

SIXTH EDITION (CLASSIC)

WIZARDS OF THE COAST-1999

Full Set (335 cards)	\$225.00
Starter Deck (75 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Commons	.15

Unlisted cards are worth the same as their Fifth Edition equivalents.

● Abduction	EC U	.75	● Dragon Mask	ART U	.75
● Abyssal Hunter	SC R	3.00	● Dread of Night	EN U	1.00
● Aether Flash	EN U	.50	● Early Harvest	INS R	3.00

● Enlightened Tutor	INS U	.75	● Elven Recruter	SC U	.50
● Eternal Champion	SC R	3.00	● Greed	EN R	3.00
● Exile	INS R	3.00	● Grinning Totem	ART R	10.00
● Fallow Earth	SOR U	.50	● Hammer of Bogardan	SOR R	10.00
● Familiar Ground	EN U	.50	● Harmattan Elreet	SC U	.50
● Femeref Archers	SC U	.50	● Heavy Ballista	SC U	.50
● Fervor	EN R	3.00	● Hidden Horror	SC U	.50
● Final Fortune	INS R	7.00	● Hulking Cyclops	SC U	.50
● Fire Diamond	ART U	1.00	● Illicit Auction	SOR R	3.00
● Fire Elemental	SC U	.50	● Infernal Contract	SOR R	4.00
● Flash	INS R	3.00	● Insight	EN U	.50
● Forbidden Crypt	EN R	3.50	● Lead Golem	AC U	.50
● Goblin Recruiter	SC U	.50	● Library of Lat-Nam	SOR R	5.00
● Greed	EN R	3.00	● Light of Day	EN U	1.00
● Grinning Totem	ART R	10.00	● Longbow Archer	SC U	.50
● Hammer of Bogardan	SOR R	10.00	● Mana Prism	ART U	.50
● Harmattan Elreet	SC U	.50	● Mana Short	INS R	3.00
● Heavy Ballista	SC U	.50	● Marble Diamond	ART U	1.00
● Hidden Horror	SC U	.50	● Maro	SC R	7.00
● Hulking Cyclops	SC U	.50	● Mischievous Pottegeist	SC U	.50
● Illicit Auction	SOR R	3.00	● Moss Diamond	ART U	1.00
● Infernal Contract	SOR R	4.00	● Mystic Compass	ART U	.50
● Insight	EN U	.50	● Mystical Tutor	INS U	.75
● Lead Golem	AC U	.50	● Nature's Resurgence	SOR R	3.00
● Library of Lat-Nam	SOR R	5.00	● Necrosavant	SC R	4.00
● Light of Day	EN U	1.00	● Obseianus Golem	AC U	.50
● Longbow Archer	SC U	.50	● Patagita Golem	AC U	.50
● Mana Prism	ART U	.50	● Pearl Dragon	SC R	5.00
● Mana Short	INS R	3.00	● Perish	SOR U	.75
● Marble Diamond	ART U	1.00	● Phantom Warrior	SC U	.50
● Maro	SC R	7.00	● Phryxian Vault	ART U	.50
● Mischievous Pottegeist	SC U	.50	● Pillage	SOR U	1.25
● Moss Diamond	ART U	1.00	● Polymorph	SOR R	3.50
● Mystic Compass	ART U	.50	● Prosperity	SOR U	1.50
● Mystical Tutor	INS U	.75	● Psychic Transfer	SOR R	3.50
● Nature's Resurgence	SOR R	3.00	● Reckless Embarrasse	SC R	3.00
● Necrosavant	SC R	4.00	● Releam	SOR U	.50
● Obseianus Golem	AC U	.50	● Relentless Assault	SOR R	8.00
● Patagita Golem	AC U	.50	● Reprisal	INS U	.50
● Pearl Dragon	SC R	5.00	● River Boa	SC U	.50
● Perish	SOR U	.75	● Rowen	EN R	3.00
● Phantom Warrior	SC U	.50	● Serenity	EN R	5.00
● Phryxian Vault	ART U	.50	● Serra's Blessing	EN U	.50
● Pillage	SOR U	1.25	● Sky Diamond	ART U	1.00
● Polymorph	SOR R	3.50	● Snake Basket	ART R	5.50
● Prosperity	SOR U	1.50	● Soldier Sage	SC U	.50
● Psychic Transfer	SOR R	3.50	● Spitting Drake	SC U	.50
● Reckless Embarrasse	SC R	3.00	● Staunch Defenders	SC U	.50
● Releam	SOR U	.50	● Storm Cauldron	ART R	5.00
● Relentless Assault	SOR R	8.00	● Strands of Night	EN U	.50
● Reprisal	INS U	.50	● Stupor	SOR U	.50
● River Boa	SC U	.50	● Summer Bloom	SOR U	.50
● Rowen	EN R	3.00	● Sunweb	SC R	3.00
● Serenity	EN R	5.00	● Tariff	SOR R	4.00
● Serra's Blessing	EN U	.50	● Teferi's Puzzle Box	ART R	4.00
● Sky Diamond	ART U	1.00	● Tranquil Grove	EN R	5.00
● Snake Basket	ART R	5.50	● Uktabi Orangutan	SC U	1.00
● Soldier Sage	SC U	.50	● Uktabi Wildcats	SC R	3.00
● Spitting Drake	SC U	.50	● Unseen Walker	SC U	.50
● Staunch Defenders	SC U	.50	● Unyaro Griffin	SC U	.50
● Storm Cauldron	ART R	5.00	● Vampiric Tutor	INS R	9.00
● Strands of Night	EN U	.50	● Vertigo	INS U	.50
● Stupor	SOR U	.50	● Volcanic Dragon	SC R	6.50
● Summer Bloom	SOR U	.50	● Volcanic Geyser	INS U	1.00
● Sunweb	SC R	3.00	● Waiting in the Weeds	SOR R	3.00
● Tariff	SOR R	4.00	● Wand of Denial	ART R	5.00
● Teferi's Puzzle Box	ART R	4.00	● Warmth	EN U	.50
● Tranquil Grove	EN R	5.00	● Warthog	SC U	.50
● Uktabi Orangutan	SC U	1.00	● Worldly Tutor	INS U	.75
● Uktabi Wildcats	SC R	3.00			

ARABIAN NIGHTS

WIZARDS OF THE COAST-1993

Full Set (78 cards)	\$900.00
Booster Pack (8 cards)	90.00
Booster Box (50 packs)	4,000.00

● Abu Ja'far	SC U	4.00	● Aladdin	SC R	9.00
● Aladdin	SC R	9.00	● Aladdin's Lamp	ART R	5.00
● Aladdin's Lamp	ART R	5.00	● Aladdin's Ring	ART R	6.00
● Aladdin's Ring	ART R	6.00	● Ali Baba	SC R	4.00



DOUBLE TAKES

HIDE AND GO SEEK

Many artists like to hide things in their artwork. That's apparent on cards like *Legends' Field of Dreams*. If you look closely at the sleeve of the person in the picture, you can see an Ace of Hearts peeking out. *Fallen Empires' Hand of Justice* has a tiny pair of dice showing snake-eyes (two ones). And *Weatherlight's Sage Owl* contains a tiny rendition of the original Counterspell.

● Sulfurous Springs	LAN R	4.50	● Agonizing Memories	SOR U	.50
● Sylvan Library	EN R	4.50	● Amber Prison	ART R	3.00
● Thicket Basilisk	SC U	.50	● Ancestral Memories	SOR R	3.50
● Time Bomb	ART R	3.50	● Archangel	SC R	7.00
● Time Elemental	SC R	4.00	● Ardent Militia	SC U	.50
● Titania's Song	EN R	1.75	● Ashen Powder	SOR R	3.00
● Truce	INS R	2.00	● Baldurian Horde	SC R	10.00
● Underground River	LAN R	4.50	● Blaze	SOR U	.50
● Urza's Avenger	AC R	3.00	● Blighted Shaman	SC U	.50
● Verduran Enchantress	SC R	2.50	● Boil	INS U	.50
● Warp Artifact	EA R	1.50	● Browse	EN U	1.50
● Whirling Dervish	SC U	1.00	● Burrowing	EC U	.50
● White Knight	SC U	2.00	● Call of the Wild	EN R	4.00
● Winds of Change	SOR R	2.50	● Celestial Dawn	EN R	6.50
● Winter Blast	SOR U	.50	● Charcoal Diamond	ART U	1.00
● Winter Orb	ART R	3.50	● Chill	EN U	.50
● Wrath of God	SOR R	8.00	● Creeping Mold	SOR U	.50
● Wretched, The	SC R	4.50	● Crimson Helkite	SC R	7.00
● Wyll Wolf	SC R	3.00	● Crystal Vein	LAN U	.50
● Xenic Poltergeist	SC R	2.00	● Cursed Totem	ART R	4.00
● Zombie Master	SC R	3.50	● Daraja Griffin	SC U	.50
● Zur's Weirding	EN R	3.50	● Daring Apprentice	SC R	3.00
			● Dense Foliage	EN R	3.00
			● Desertion	INS R	6.00
			● Diminishing Returns	SOR R	5.00
			● Doomsday	SOR R	5.00

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

AC	Artifact Creature	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AR	Artifact Creature	EL	Enchant Land	EW	Enchant World	LL	Legendary Land	SL	Summon Legend
CR	Current Rarity			INS	Instant	MS	Mana Source	SOR	Sorcery

PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

● Ali from Cairo	SC	R	75.00
● Army of Allah	INS	C	6.00
● Bazaar of Baghdad	LAN	R	24.00
● Bird Maiden	SC	C	1.00
● Bottle of Suleiman	ART	R	5.75
● Brass Man	AC	R	3.00
● Camel	SC	C	2.50
● City in a Bottle	ART	R	14.00
● City of Brass	LAN	R	35.00
● Cooombji Witches	SC	C	1.25
● Cyclone	EN	C	4.00
● Dancing Scimitar	AC	R	6.00
● Dandan	SC	C	1.00
● Desert	LAN	C	3.50
● Desert Nomads	SC	C	2.50
● Desert Twister	SOR	R	4.00
● Diamond Valley	LAN	R	75.00
● Drop of Honey	EN	R	48.00
● Ebony Horse	ART	R	6.00
● El-Hajaj	SC	R	6.50
● Elephant Graveyard	LAN	R	28.00
● Erg Raiders	SC	C	1.00
● Ernam Djinn	SC	R	35.00
● Eye for an Eye	INS	R	6.00
● Fishiver Oil	EC	C	1.00
● Flying Carpet	ART	R	6.00
● Flying Men	SC	C	6.00
● Ghazban Ogre	SC	C	1.50
● Giant Tortoise	SC	C	1.00
● Guardian Beast	SC	R	60.00
● Hasran Dgress	SC	C	1.00
● Hurt Jackal	SC	C	1.50
● Ifh-Biff Efreet	SC	R	32.00
● Island Fish Jasonicus	SC	R	5.75
● Island of Wak-Wak	LAN	R	35.00
● Jandor's Ring	ART	R	6.00
● Jandor's Saddledbags	ART	R	6.00
● Jeweled Bird	ART	R	4.00
● Jihad	EN	R	45.00
● Junun Efreet	SC	R	8.50
● Juzam Djinn	SC	R	185.00
● Khabal Ghoul	SC	R	36.00
● King Suleiman	SC	R	15.00
● Kind Ape	SC	C	2.00
● Library of Alexandria	LAN	R	180.00
● Magnetic Mountain	EN	R	4.50
● Merchant Ship	SC	R	8.00
● Metamorphosis	SOR	C	1.50
● Mijae Djinn	SC	R	9.00
● Moorish Cavalry	SC	C	4.00
● Mountain	LAN	C	5.00
● Nafs Asp	SC	C	1.50
● Oasis	LAN	U	2.75
● Old Man of the Sea	SC	R	34.00
● Oublette	EN	C	5.00
● Piety	INS	C	1.00
● Pyramids	ART	R	25.00
● Repentant Blacksmith	SC	R	4.00
● Ring of Ma'uf	ART	R	35.00
● Rukh Egg	SC	C	12.00
● Sandals of Abdallah	ART	R	8.00
● Sandstorm	INS	C	1.00
● Serendib Djinn	SC	R	23.00
● Serendib Efreet	SC	R	22.00
● Shahrazad	SOR	R	20.00
● Sindbad	SC	R	4.00
● Singing Tree	SC	C	35.00
● Sorceress Queen	SC	R	9.00
● Stone-Throwing Devils	SC	C	6.50
● Unstable Mutation	EC	C	1.50
● War Elephant	SC	C	2.00
● Wyfufi Wolf	SC	C	4.00
● Ydwen Efreet	SC	R	12.00

ANTIQUITIES

WIZARDS OF THE COAST 1994

Full Set (100 cards)	\$275.00
Booster Pack (8 cards)	20.00
Booster Box (60 packs)	925.00

● Amulet of Kroog	ART	C	1.00
● Argivian Archaeologist	SC	R	35.00
● Argivian Blacksmith	SC	C	75
● Argonian Ploes	SC	C	75
● Argonian Treefolk	SC	C	75
● Armageddon Clock	ART	C	4.50
● Artifact Blast	INT	C	1.00
● Artifact Possession	EA	C	7.50
● Artifact Ward	EC	C	1.00
● Ashnod's Altar	ART	C	1.50
● Ashnod's Battle Gear	ART	U	1.25
● Ashnod's Transmogrifier	ART	C	1.90
● Alog	SC	C	1.00
● Battering Ram	AC	C	7.50
● Bronze Tablet	ART	R	5.00
● Candelabra of Tawnos	ART	R	40.00
● Circle of Protection: Artifact	EN	U	7.00
● Citadel Druid	SC	U	3.00
● Clay Statue	AC	C	7.50
● Clockwork Avian	AC	R	7.50
● Colossus of Sardia	AC	R	8.50

● Coral Helm	ART	R	4.50
● Crumble	INS	C	1.00
● Cursed Rack	ART	U	2.50
● Darning Field	EN	U	2.00
● Detonate	SOR	U	1.50
● Drafin's Restoration	SOR	C	1.00
● Dragon Engine	AC	C	1.50
● Dragon Weaponsmith	SC	U	1.00
● Energy Flux	EN	U	1.00
● Feldon's Cane	ART	U	6.00
● Gaea's Avenger	SC	R	9.00
● Gate to Phyrexia	EN	C	3.00
● Goblin Artisans	SC	C	1.50
● Golgothian Sylex	ART	R	5.00
● Grapesoth Catapult	AC	C	.75
● Haunting Wind	EN	U	2.00
● Hurkyl's Recall	INS	R	4.00
● Ivory Tower	ART	U	6.50
● Jalum Tome	ART	U	5.00
● Martyrs of Korlis	SC	U	4.00
● Mightstone	ART	U	3.00
● Millstone	ART	U	7.00
● Mishra's Factory	LAN	U	10.00
● Mishra's Factory (Winter)	LAN	U	15.00
● Mishra's War Machine	AC	R	4.00
● Mishra's Workshop	LAN	R	35.00
● Obelisk of Undoing	ART	R	6.00
● Orulet	AC	U	1.50
● Orisic Mechanics	SC	C	.50
● Ormithopter	AC	C	1.00
● Phyrexian Gremlins	SC	C	1.00
● Power Artifact	EA	U	2.75
● Powerleech	EN	U	3.00
● Priest of Yawgmooth	SC	C	.75
● Primal Clay	AC	U	1.50
● Rack, The	ART	U	2.50
● Rakalite	ART	U	2.00
● Reconstruction	SOR	C	1.00
● Reverse Polarity	INS	C	1.00
● Rocket Launcher	ART	R	4.00
● Sage of Lat-Nam	SC	C	1.00
● Shapeshifter	AC	R	4.00
● Shatterstorm	SOR	R	4.00
● Staff of Zegon	ART	C	.50
● Strip Mine	LAN	U	9.00
● Strip Mine (sky picture)	LAN	U	11.00
● Su-Chi	AC	U	4.50
● Tablet of Epity	ART	C	.75
● Tawnos's Coffin	ART	R	25.00
● Tawnos's Wand	ART	U	1.50
● Tawnos's Weaponry	ART	U	1.50
● Tetraevus	AC	R	5.50
● Titan's Song	EN	U	3.00
● Transmute Artifact	SOR	U	3.50
● Triskelion	AC	R	6.00
● Urza's Avenger	AC	R	9.00
● Urza's Chalice	ART	C	1.00
● Urza's Mine	LAN	C	.50
● Urza's Miter	ART	R	7.00
● Urza's Power Plant	LAN	C	.50
● Urza's Tower	LAN	C	.50
● Wall of Spears	AC	C	.75
● Westkone	ART	U	3.00
● Xenic Potterygeist	SC	U	3.00
● Yawgmooth Demon	SC	R	7.00
● Yotian Soldier	AC	C	.75

LEGENDS

WIZARDS OF THE COAST 1994

Full Set (310 cards)	\$350.00
Booster Pack (15 cards)	32.00
Booster Box (36 packs)	950.00
Unlisted Commons	50

● Abomination	SC	U	2.00
● Abyss, The	EN	R	60.00
● Acid Rain	SOR	R	12.00
● Adun Oakenshield	SC	R	10.00
● Adventurers' Guildhouse	LAN	U	1.25
● Azathoth Berserker	SC	U	3.50
● Aisling Leprechaun	SC	C	1.00
● Akron Legionnaire	SC	R	5.50
● All-Magic's Eye	EN	R	35.00
● Al-Shabaz's Carpet	ART	R	8.75
● Alchor's Tomb	ART	R	7.00
● Angelic Voices	EN	R	8.00
● Angus Mackenzie	SC	R	10.00
● Anti-Magic Aura	EC	C	1.00
● Arborea	EN	U	4.00
● Arcades Sabbath	SC	R	12.00
● Arena of the Ancients	ART	R	6.00
● Avoid Fate	INT	C	1.00
● Axelrod Gunmarson	SC	R	7.00
● Ayesha Tanaka	SC	R	6.00
● Azure Drake	SC	U	2.00
● Backdraft	INS	U	2.25
● Backfire	EC	U	2.00
● Barbary Apes	SC	C	1.00
● Barkmoth Warbeard	SC	U	3.50
● Bartel Runexae	SC	R	10.00
● Beasts of Bogardan	SC	U	1.50
● Black Mana Battery	ART	U	4.00

● Blazing Effigy	SC	C	1.00
● Blight	EL	U	1.50
● Blood Lust	INS	U	1.00
● Blue Mana Battery	ART	U	4.00
● Boris Devilbowl	SC	R	7.00
● Brine Hag	SC	U	3.00
● Bronze Horse	AC	R	5.00
● Carrion Ants	SC	R	9.00
● Cathedral of Serra	LAN	U	2.00
● Caverns of Despair	EN	R	8.50
● Chain Lightning	SOR	C	7.00

● Firestorm Phoenix	SC	R	20.00
● Flash Counter	INT	C	1.00
● Floral Spuzzum	SC	U	3.25
● Force Spike	INT	C	1.00
● Forethought Amulet	ART	R	8.00
● Fortified Area	EN	C	1.50
● Frost Giant	SC	U	3.50
● Gabriel Angelfire	SC	R	8.00
● Gauntlets of Chaos	ART	R	7.00
● Ghosts of the Damned	SC	C	1.00
● Giant Turtle	SC	C	.75



DOUBLE TAKES

DR. BASHIR, I PRESUME?

It was Dr. Bashir's fault Kira Nerys became pregnant, since he transferred Keiko O'Brien's unborn baby to her body after a shuttle accident. But did you know that it was also Alexander Siddig's (Bashir) fault Nana Visitor (Nerys) became pregnant? They were a behind-the-scenes item, and got married shortly after their baby was born.

● Chains of Mephistopheles	EN	R	21.00
● Chromium	SC	R	12.00
● Cleanse	SOR	R	10.00
● Clergy of the Holy Nimbus	SC	C	.75
● Cocoon	EC	U	2.00
● Concordant Crossroads	EN	R	8.00
● Cosmic Horror	SC	R	6.00
● Craw Giant	SC	U	5.00
● Crevasse	EN	U	2.50
● Crimson Kobolds	SC	C	1.00
● Crimson Manticores	SC	R	5.50
● Crookshank Kobolds	SC	C	1.00
● Dakkon Blackblade	SC	R	10.00
● D'Avenant Archer	SC	C	.75
● Darkness	INS	C	1.00
● Deadfall	EN	U	3.00
● Demonic Torment	EC	U	3.50
● Devouring Deep	SC	C	.75
● Disharmony	INS	R	8.00
● Divine Intervention	EN	R	10.00
● Divine Offering	INS	C	1.00
● Divine Transformation	EC	R	7.50
● Dream Coat	EC	U	3.00
● Dwarven Song	INS	U	3.00
● Elder Land Wurm	SC	R	6.00
● Elder Spawn	SC	R	7.00
● Elven Riders	SC	R	5.00
● Enchanted Being	SC	C	1.00
● Enchantment Alteration	INS	C	1.00
● Equinox	EL	C	2.50
● Eternal Warrior	EC	U	1.50
● Eureka	SOR	R	32.00
● Evil Eye of Orms-By-Gore	SC	U	4.00
● Fallen Angel	SC	U	5.50
● Falling Star	SOR	R	9.50
● Feint	INS	C	1.00
● Field of Dreams	EN	R	9.00
● Fire Sprites	SC	C	1.25

● Glyph of Delusion	INS	C	1.00
● Glyph of Destruction	INS	C	1.00
● Glyph of Doom	INS	C	1.00
● Glyph of Life	INS	C	1.00
● Glyph of Reincarnation	INS	C	1.00
● Gosta Dirk	SC	R	9.00
● Gravity Sphere	EN	R	14.00
● Great Defender	INS	U	3.00
● Great Wall	EN	U	3.00
● Greater Realm of Preservation	EN	U	5.00
● Grend	EN	R	5.50
● Green Mana Battery	ART	U	4.00
● Gwendlyn Di Corci	SC	R	9.00
● Halfdane	SC	R	9.00
● Hammerheim	LAN	U	4.25
● Hazzone Tamar	SC	R	10.50
● Headless Horseman	SC	C	1.00
● Heaven's Gate	INS	U	4.00
● Hell Swarm	INS	C	1.00
● Hell's Caretaker	SC	R	12.00
● Hellfire	SOR	R	12.00
● Holy Day	SC	C	1.00
● Horn of Deafening	ART	R	6.00
● Hornet Cobra	SC	C	1.00
● Horror of Horrors	EN	U	3.50
● Hunting Gjornersmen	SC	U	4.00
● Hyperion Blacksmith	SC	U	3.00
● Ichneumon Druid	SC	U	2.50
● Imprison	EC	R	9.00
● In the Eye of Chaos	EN	R	8.00
● Indestructible Aura	INS	C	.75
● Infernal Medusa	SC	U	5.00
● Infinite Authority	EC	R	9.00
● Invoke Prejudice	EN	R	10.00
● Ivory Guardians	SC	U	2.50
● Jacques le Vert	SC	R	8.00
● Jasmine Boreal	SC	U	3.50

Jedit Ojanen	SC	U	3.50
Jerrard of the Closed Fist	SC	U	4.00
Johan	SC	R	10.00
Jovial Evil	SOR	R	8.00
Juxtapose	SOR	R	7.00
Karakas	LAN	U	4.00
Kasimir the Lone Wolf	SC	U	4.00
Kei Takahashi	SC	R	6.00
Killer Bees	SC	R	8.00
Kismet	EN	U	4.00
Knowledge Vault	ART	R	8.00
Kobold Drill Sergeant	SC	U	7.00
Kobold Overlord	SC	R	10.00
Kobold Taskmaster	SC	U	7.00
Kobolds of Kher Keep	SC	C	1.00
Kry Shield	ART	U	3.00
Lady Caleria	SC	R	8.00
Lady Evangela	SC	R	9.00
Lady of the Mountain, The	SC	U	3.75
Lady Orca	SC	U	5.00
Land Equilibrium	EN	R	10.00
Land Tax	EN	R	8.00
Land's Edge	EN	R	9.00
Lesser Werewolf	SC	U	3.50
Life Chisel	ART	U	4.00
Life Matrix	ART	R	8.00
Lifeblood	EN	R	10.00
Living Plane	EN	R	12.00
Livonya Skene	SC	R	11.00
Lord Magnus	SC	U	4.00
Lost Soul	SC	C	1.00
Mana Drain	INT	U	60.00
Mana Matrix	ART	R	10.00
Marble Priest	AC	U	2.50
Marhault Elsdragon	SC	U	3.00
Master of the Hunt	SC	R	17.00
Mirror Universe	ART	R	90.00
Moat	EN	R	75.00
Mold Demon	SC	R	8.00
Moss Monster	SC	C	1.00
Mountain Stronghold	LAN	U	3.00
Mountain Yeti	SC	U	2.25
Nebuchadnezzar	SC	R	9.00
Nether Void	EN	R	40.00
Nicol Bolas	SC	R	12.00
North Star	ART	R	7.00
Nova Pentacle	ART	R	10.00
Osai Vultures	SC	C	1.00
Palladia-Mors	SC	R	12.50
Part Water	SOR	U	3.00
Pavel Matkov	SC	U	4.00
Pendelhorn	LAN	U	4.00
Petra Sphinx	SC	R	6.00
Piece Queen	SC	R	8.00
Planar Gate	ART	R	8.00
Pradesh Gypsies	SC	C	1.50
Presence of the Master	EN	U	6.00
Primordial Ooze	SC	U	2.00
Princess Lucrezia	SC	U	4.00
Psionic Entity	SC	R	7.00
Psychic Purge	SOR	C	1.50
Puppet Master	EG	U	3.00
Pyrotechnics	SOR	U	1.00
Quagmire	EN	U	3.50
Quantum Trench Gnomes	SC	R	7.00
Rabid Wombat	SC	U	4.00
Radjan Spirit	SC	U	3.00
Raging Bull	SC	C	1.00
Ragner	SC	R	9.00
Ramirez DePietro	SC	U	4.00
Ramesses Overdark	SC	R	10.00
Rapid Fire	INS	R	9.00
Rasputin Dreamweaver	SC	R	10.00
Rebirth	SOR	R	7.00
Recall	SOR	U	11.00
Red Mana Battery	ART	U	4.00
Reincarnation	INS	U	4.00
Relic Barrier	ART	R	5.50
Relic Bind	EA	U	3.00
Remove Enchantments	INS	C	75
Remove Soul	INT	C	75
Reset	INT	U	7.00
Revelation	EN	R	7.00
Reverberation	INS	R	12.00
Righteous Avengers	SC	U	3.50
Ring of Immortals	ART	U	10.00
Riven Turnbull	SC	U	3.00
Rohgahd of Kher Keep	SC	R	10.00
Rubinia Soulsinger	SC	R	8.00
Rust	INT	C	1.00
Sea King's Blessing	INS	U	3.50
Seafarer's Quay	LAN	U	2.00
Seeker	EC	U	2.50
Segovian Levitation	SC	U	2.50
Sentinel	AC	R	6.50
Serpent Generator	ART	R	8.00
Shelkin Brownie	SC	C	1.00
Shield Wall	INS	U	2.00
Shimianite Night Stalker	SC	U	2.50
Silhouette	INS	U	2.50
Sir Shandar of Ebern	SC	U	3.50
Swirl Scaram	SC	U	3.00
Swiftnar the Swamp King	SC	R	11.00

MAGIC

The Gathering®

Price Guide

• Spectral Cloak	EC	U	8.00
• Spinal Vilein	SC	R	13.00
• Spirit Link	EC	U	7.00
• Spirit Shackles	EC	U	1.00
• Spiritual Sanctuary	EN	R	8.00
• Stang	SC	R	7.50
• Storm Seeker	INS	U	6.00
• Storm World	EN	R	10.00
• Subdue	INS	C	1.00
• Sunastian Falconer	SC	U	4.00
• Sword of the Ages	ART	R	25.00
• Sylvan Library	EN	R	8.00
• Sylvan Paradise	INS	U	4.00
• Syphon Soul	SOR	C	1.50
• Tabernacle at Pendrell Vale			
• Takklemaggot	EC	U	30.00
• Telekinesis	INS	R	8.00
• Teleport	INS	R	7.00
• Tempest Efreit	SC	R	7.00
• Tetsuo Umezawa	SC	R	15.00
• Thunder Spirit	SC	R	30.00
• Time Elemental	SC	R	10.00
• Tobias Andron	SC	U	3.00
• Tolaria	LAN	U	4.00
• Tor Wauki	SC	U	2.00
• Torsten Von Ursus	SC	U	4.00
• Touch of Darkness	INS	U	3.00
• Triassic Egg	ART	R	6.50
• Tuknir Deathlock	SC	R	8.50
• Tundra Wolves	SC	C	1.00
• Typhoon	SOR	R	9.00
• Undertow	EN	U	2.75
• Underworld Dreams	EN	U	37.00
• Unholy Citadel	LAN	U	3.00
• Untamed Wilds	SOR	U	2.50
• Urborg	LAN	U	5.00
• Ur-Draco	SC	R	9.00
• Vaevictis Asmadi	SC	R	13.00
• Venarian Gold	EC	C	7.50
• Visions	SOR	U	3.00
• Voodoo Doll	ART	R	5.50
• Walking Dead	SC	C	7.50
• Wall of Catrops	SC	C	1.00
• Wall of Dust	SC	U	1.50
• Wall of Earth	SC	C	7.50
• Wall of Light	SC	U	4.00
• Wall of Opposition	SC	R	5.00
• Wall of Putrid Flesh	SC	U	4.00
• Wall of Tombstones	SC	U	3.50
• Wall of Wonders	SC	U	2.50
• Whirling Dervish	SC	U	4.00
• White Mana Battery	ART	U	4.00
• Willow Satyr	SC	R	8.00
• Winds of Change	SOR	R	4.50
• Winter Blast	SOR	U	7.00
• Wolverine Pack	SC	C	1.00
• Wood Elemental	SC	R	8.00
• Wretched, The	SC	R	12.00
• Xira Anen	SC	R	6.50
• Zephyr Falcon	SC	C	1.00

THE DARK

WIZARDS OF THE COAST-1994

Full Set (119 cards)\$145.00
 Booster Pack (8 cards)8.00
 Booster Box (60 packs)375.00
 Unlisted Commons25

• Amnesia	SOR	R	4.00
• Angry Mob	SC	U	1.25
• Apprentice Wizard	SC	C	1.00
• Ashes to Ashes	SOR	C	5.00
• Ball Lightning	SC	R	15.00
• Banisher	SC	U	1.00
• Bar's Cage	ART	R	2.25
• Blood Moon	EN	R	5.00
• Blood of the Martyr	INS	U	1.00
• Bone Flute	ART	U	1.00
• Book of Rass	ART	U	.75
• Brothers of Fire	SC	C	.75
• Cave People	SC	U	1.00
• City of Shadows	LAN	R	3.00
• Cleansing	SOR	R	4.00
• Coal Golem	EC	U	1.75
• Curse Artifact	EA	U	1.50
• Dance of Many	EN	R	3.00
• Dark Heart of the Wood	EN	C	.25

• Dark Sphere	ART	U	1.50
• Diabolic Machine	AC	U	1.00
• Dust to Dust	SOR	U	1.50
• Eater of the Dead	SC	U	2.25
• Electric Eel	SC	U	.75
• Elves of Deep Shadow	SC	U	2.00
• Eternal Flame	SOR	R	3.00
• Exorcist	SC	R	5.00
• Fallen, The	SC	U	1.00
• Fasting	EN	U	.75
• Fellwar Stone	ART	U	2.50
• Fire and Brimstone	INS	U	1.00
• Fire Drake	SC	U	1.00
• Flood	EN	C	.75
• Fountain of Youth	ART	C	1.50
• Frankenstein's Monster	SC	R	5.00
• Gaea's Touch	EN	C	.25
• Ghost Ship	SC	U	1.50
• Goblin Wizard	SC	U	3.50
• Grave Robbers	SC	R	4.00
• Hidden Path	EN	R	4.00
• Inferno	INS	R	5.00
• Knights of Thorn	SC	R	4.00
• Leviathan	SC	R	5.00
• Living Armor	ART	C	.75
• Lurker	SC	R	3.00
• Mana Clash	SOR	R	2.50
• Mana Vortex	EN	R	3.00
• Marsh Goblins	SC	C	.75
• Martyr's Cry	SOR	R	3.00
• Maze of Ith	LAN	U	10.00
• Merfolk Assassin	SC	U	3.00
• Mind Bomb	SOR	U	2.00
• Miracle Worker	SC	C	.25
• Nameless Race	SC	R	4.00
• Necropolis	AC	U	1.75
• Niall Silvain	SC	R	3.00
• Orc General	SC	U	1.50
• People of the Woods	SC	U	1.50
• Preacher	SC	R	11.00
• Psychic Allergy	EN	R	4.00
• Rag Man	SC	R	3.00
• Reflecting Mirror	ART	U	1.50
• Runesword	ART	C	1.00
• Safe Haven	LAN	R	3.50
• Scarecrow	AC	U	1.75
• Scarwood Bandits	SC	R	3.50
• Scarwood Goblins	SC	U	1.50
• Scarwood Hag	SC	U	1.50
• Season of the Witch	EN	R	3.50
• Sisters of the Flame	SC	C	.75
• Skull of Orm	ART	U	3.00
• Sorrow's Path	LAN	R	3.00
• Spitting Slug	SC	U	1.00
• Standing Stones	ART	U	2.00
• Stone Calendar	ART	R	4.00
• Tangle Kelp	EC	U	.75
• Tivadar's Crusade	SOR	U	1.50
• Tormod's Crypt	ART	C	1.00
• Tower of Coireall	ART	U	1.00
• Tracker	SC	R	4.50
• Uncle Istan	SC	U	2.00
• Wand of Ith	ART	U	2.00
• War Barge	ART	U	3.00
• Water Wurm	SC	C	.25
• Whippoorwill	SC	U	2.00
• Witch Hunter	SC	U	3.50
• Worms of the Earth	EN	R	3.00
• Wormwood Treefolk	SC	R	3.00

FALLEN EMPIRES

WIZARDS OF THE COAST-1994

Full Set (187 cards)\$50.00
 Booster Pack (8 cards)1.25
 Booster Box (60 packs)50.00
 Unlisted Commons15

• Aeolipile	ART	R	2.00
• Balm of Restoration	ART	R	1.00
• Bottomless Vault	LAN	R	3.00
• Breeding Pit	EN	U	2.00
• Canch Horn	ART	R	1.00
• Deep Spawn	SC	U	.75
• Delir's Cane	ART	U	1.00
• Delir's Cube	ART	R	1.50
• Dereler	SC	R	3.00
• Draconian Cylux	ART	R	1.50
• Dwarven Armorer	SC	R	1.00

• Dwarven Catapult	INS	U	.50
• Dwarven Hold	LAN	R	3.00
• Dwarven Lieutenant	SC	U	.50
• Dwarven Ruins	LAN	U	1.00
• Ebon Praetor	SC	R	3.00
• Ebon Stronghold	LAN	U	1.00
• Elven Lyre	ART	R	1.00
• Elvish Farmer	SC	R	2.00
• Farrel's Mantle	EC	U	.50
• Farrelite Priest	SC	U	.50
• Feral Thallid	SC	U	.50
• Fungal Bloom	EN	R	1.50
• Goblin Flotilla	SC	R	2.00
• Goblin Kites	EN	U	.50
• Goblin Warrens	EN	R	3.50
• Hand of Justice	SC	R	4.00
• Havenwood Battleground	LAN	U	1.00
• Herosim	EN	U	.50
• Hollow Trees	LAN	R	2.75
• Homarid Shaman	SC	R	.75
• Homarid Spawning Bed	EN	U	.50
• Hymn to Taurach	SOR	C	.25
• Icatian Lieutenant	SC	R	2.00
• Icatian Phalanx	SC	U	.50
• Icatian Priest	SC	U	.50

ICE AGE

WIZARDS OF THE COAST-1995

Full Set (383 cards)\$185.00
 Starter Deck (60 cards)9.00
 Starter Box (10 decks)87.00
 Booster Pack (15 cards)2.95
 Booster Box (36 packs)80.00
 Commons15



DOUBLE TAKES

DROID LOVE

R2-D2 sittin' in a tree, b-l-e-p-i-n-g. Yep, R2 had a girlfriend (or would that be droid-friend?). Her designation was KT-10. (Get it? Katie? *Groan*.) They became romantically interested in each other while trapped in a giant droid that used other droids for fuel. What happened to her when the giant droid was destroyed isn't really known. Hopefully R2 didn't forget to call.

• Icatian Skirmishers	SC	R	2.00
• Icatian Store	LAN	R	2.50
• Icatian Town	SOR	R	3.00
• Implements of Sacrifice	ART	R	1.00
• Orkish Captain	SC	U	.50
• Orrog	SC	R	3.00
• Raiding Party	EN	U	.50
• Rainbow Vale	LAN	R	2.50
• Ring of Renewal	ART	R	1.75
• River Merfolk	SC	R	2.50
• Ruins of Trokair	LAN	U	.75
• Sand Silos	LAN	R	3.00
• Seasinger	SC	U	1.00
• Soul Exchange	SOR	U	.75
• Spirit Shield	ART	R	1.00
• Spore Flower	SC	U	.50
• Svelunite Priest	SC	U	.50
• Abyssal Specter	SC	U	1.75
• Adarkar Sentinel	AC	U	.50
• Adarkar Wastes	LAN	R	6.00
• Aegis of the Meek	ART	R	2.50
• Aggression	EC	U	.50
• Altar of Bone	SOR	R	2.00
• Amulet of Quoz	ART	R	2.25
• Anarchy	SOR	R	1.00
• Arcum's Sleigh	ART	U	.50
• Arcum's Weatherwane	ART	U	.50
• Arcum's Whistle	ART	U	.50
• Ashen Ghoul	SC	U	1.00
• Avalanche	SOR	U	.50
• Baldurvan Conjurer	SC	U	.50
• Baldurvan Hydra	SC	R	4.00
• Baton of Morale	ART	U	.50
• Battle Cry	INS	U	.50

• Binding Grasp	EC	U	.75
• Black Scarab	EC	U	.50
• Blinking Spirit	SC	R	6.00
• Bizzard	EN	R	2.50
• Blue Scarab	EC	U	.50
• Brand of Jil Omen	EC	R	2.50
• Breath of Dreams	EN	U	.50
• Brushlano	LAN	R	5.50
• Call to Arms	EN	R	3.50
• Caribou Range	EL	R	3.00
• Celestial Sword	ART	R	2.00
• Centaur Archer	SC	U	.75
• Chaos Lord	SC	R	3.50
• Chaos Moon	EN	R	1.50
• Chromatic Armor	EC	R	2.50
• Cold Snap	EN	U	.50
• Conquer	EL	U	.75
• Crown of the Ages	ART	R	4.50
• Curse of Manti Lake	EN	R	2.50
• Dance of the Dead	EC	U	1.50
• Deflection	INT	R	8.00
• Demonic Consultation	INS	U	.75
• Despot's Scepter	ART	R	2.50
• Diabolic Vision	SOR	U	.75
• Dread Wight	SC	R	3.00
• Dreams of the Dead	EN	U	.50
• Drift of the Dead	SC	U	.50
• Drought	EN	U	.50
• Dwarven Armory	EN	R	3.00
• Earthlink	EN	R	2.50
• Elder Druid	SC	R	3.75
• Elemental Augury	EN	R	3.25
• Elkin Bottle	ART	R	3.50
• Enduring Renewal	EN	R	6.00
• Energy Storm	EN	R	3.50
• Essence Vortex	INS	U	.50
• Fanatical Fever	INS	U	.50
• Fiery Just ce	SOR	R	2.50
• Fire Covenant	INS	U	.50
• Flame Spirit	SC	U	.50
• Flooded Woodlands	EN	R	3.00
• Flow of Maggots	SC	R	2.00
• Forbidden Lore	EL	R	2.00
• Force of D	INT	U	.50
• Forgotten Lore	SOR	U	.50
• Formation	INS	R	2.00
• Freyja's Suppliants	SC	U	.50
• Freyja's Charm	EN	U	.50
• Freyja's Winds	EN	R	.75
• Fumarel	SOR	U	.50
• Fyndhorn Bow	ART	U	.50
• Fyndhorn Elder	SC	U	.50
• Fyndhorn Pollen	EN	R	2.00
• Game of Chaos	SOR	R	2.50
• General Jarkeld	SC	R	4.00
• Ghostly Flame	EN	R	3.00
• Giant Trap Door Spider	SC	U	.50
• Glacial Chasm	LAN	U	.50
• Glacial Cravasses	EN	R	2.75
• Glacial Wall	SC	U	.75
• Glaciers	EN	R	2.50
• Goblin Lyre	ART	R	2.50
• Goblin Mutant	SC	U	.50
• Goblin Snowman	SC	U	.50
• Gravebind	INS	R	2.00
• Green Scarab	EC	U	.50
• Hallowed Ground	EN	U	.50
• Halls of Mist	LAN	R	2.00
• Hecatomb	EN	R	5.00
• Hematite Talisman	ART	U	.50
• Hippogriff	SC	U	.50
• Hot Springs	EL	R	2.00
• Hurricane	SOR	U	.50
• Hyaletropic Lemure	SC	U	.50
• Hymn of Rebirth	SOR	U	.50
• Ice Cauldron	ART	R	3.50
• Ice Floe	LAN	U	1.00
• Iceberg	EN	U	.50
• Icequake	SOR	U	1.50
• Icy Manipulator	ART	U	7.50
• Icy Prison	EN	R	2.00
• Illusory Presence	SC	R	3.00
• Illusory Terrain	EN	U	.50
• Illusions of Grandeur	EN	R	3.50
• Infernal Darkness	EN	R	2.50
• Internal Deven	SC	R	2.00
• Infinite Hourglass	ART	R	3.00
• Jester's Cap	ART	R	12.50
• Jester's Mask	ART	R	7.50
• Jeweled Amulet	ART	U	.75
• Jothul Wurm	SC	U	.50
• Jokihauks	SOR	R	6.00
• Justice	EN	U	1.00
• Karplusan Forest	LAN	R	6.00
• Karplusan Giant	SC	U	.50
• Karplusan Yeti	SC	R	3.00
• Kjeldoran Elite Guard	SC	U	.75

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT	BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
AC Artifact	EA Enchant Artifact	EN Enchantment	EW Enchant World	INT Interrupt	SC Summon Creature		
AC Artifact Creature	EC Enchant Creature	EN Enchant World	INS Instant	INT Interrupt	SL Summon Legend		
CR Current Rarity	EL Enchant Land	EW Enchant World	INS Instant	MS Mana Source	SOR Sorcery		

PRICE

• Kjeldoran Frostbeast	SC U	.75
• Kjeldoran Knight	SC R	2.50
• Kjeldoran Phalanx	SC R	3.00
• Kjeldoran Royal Guard	SC R	3.00
• Kjeldoran Skycaptain	SC U	.75
• Knight of Stormgale	SC U	1.75
• Krovikan Elementalist	SC U	1.00
• Krovikan Vampire	SC U	1.00
• Land Cap	LAN R	3.00
• Lapis Lazuli Talsman	ART U	3.00
• Lava Tubes	LAN R	3.00
• Leshrac's Rite	EC U	.50
• Leshrac's Sign	EN U	.50
• Lhurgo	SC R	6.00
• Lightning Blow	INS R	2.50
• Lim-Dul's Hex	EN U	.50
• Lost Order of Jarkeld	SC R	3.00
• Lure	EC U	.50
• Maddening Wind	EC U	.50
• Magus of the Unseen	SC R	3.75
• Malachite Talsman	ART U	.50
• Marton Stronggale	SC R	5.00
• Meles	INS U	.50
• Melting	EN U	.50
• Mercenaries	SC R	2.00
• Merikee Ri Bent	SC R	2.50
• Mesmeric Trance	EN R	2.50
• Mind Warp	SOR U	.75
• Mind Whip	EC R	2.50
• Minion of Leshrac	SC R	4.00
• Minion of Tevesh Szat	SC R	4.00
• Mole Worms	SC U	.50
• Monsoon	EN R	2.50
• Mountain Titan	SC R	3.00
• Mudslide	EN R	2.50
• Musician	SC R	3.00
• Mystic Might	EC R	2.00
• Nacre Talsman	ART U	.50
• Naked Singularity	ART R	3.50
• Nature's Lore	SOR U	.50
• Necropotence	EN R	7.50
• Oath of Lim-Dul	EN R	3.50
• Onyx Talsman	ART U	.50
• Orkish Cannoneers	SC U	.50
• Orkish Healer	SC U	.25
• Orkish Librarian	SC R	2.50
• Orkish Squatters	SC R	3.75
• Order of the Sacred Torch	SC R	4.00
• Order of the White Shield	SC U	2.00
• Pale Bears	SC R	2.50
• Pentagram of the Ages	ART R	3.50
• Phenismal Mount	SC U	.50
• Pit Trap	ART U	.50
• Polar Kraken	SC R	6.00
• Pox	SOR R	5.50
• Pygmy Allosaurus	SC R	2.50
• Pyroclasm	SOR U	1.00
• Reality Twist	EN R	3.00
• Reclamation	EN R	2.50
• Red Scarab	EC U	.50
• Ritual of Subdual	EN R	3.50
• River Delta	LAN R	3.00
• Ruined Arch	ART R	3.50
• Sacred Boom	INS U	.50
• Sea Spirit	SC U	.50
• Seraph	SC R	7.00
• Shield of the Ages	ART U	.50
• Shift	SC R	3.50
• Sibilant Spirit	SC R	5.00
• Silver Erne	SC U	.50
• Skeleton Ship	SC R	3.00
• Skull Catapult	ART U	.50
• Slight of Mind	INT U	1.25
• Snow Fortress	AC R	2.00
• Snow Hound	SC U	.50
• Snow-Covered Forest	LAN U	25
• Snow-Covered Island	LAN U	25
• Snow-Covered Mountain	LAN U	25
• Snow-Covered Plains	LAN U	25
• Snow-Covered Swamp	LAN U	25
• Snowblind	EC R	2.00
• Soldevi Golem	AC R	3.00
• Soldevi Machinist	SC U	.50
• Soldevi Simulacrum	AC U	.50
• Soul Barrier	EN U	.50
• Spectral Shield	EC U	.50
• Spoils of Evil	INT R	3.50
• Spoils of War	SOR R	3.50
• Staff of the Ages	ART R	2.50
• Stampede	INS R	3.50
• Stench of Evil	SOR U	.50
• Stone Spirit	SC U	.50
• Storm Spirit	SC R	3.00
• Stormbind	EN R	4.50
• Stronggale Cabal	SC R	4.00
• Stunted Growth	SOR R	4.00
• Sulfurous Springs	LAN R	5.00
• Sunstone	ART U	.50
• Swords to Plowshares	INS U	1.00
• Thermostat	SOR U	1.50
• Thaumkratch	EN U	.50
• Thunder Wall	SC U	.50
• Timberline Ridge	LAN R	3.00

• Takkeneggot	EC U	.50
• Teleport	SOR R	2.00
• Tobias Anct	SL U	.25
• Termod's Crypt	SC U	.25
• Triassic Egg	ART R	2.00
• Urza's Mine (four versions)	LAN C	.25
• Urza's Power Plant (four versions)	LAN C	.25
• Urza's Tower (four versions)	LAN C	.25
• Vaevevict Asmad	SL R	4.50
• Veedro Dell	ART R	1.50
• Wall of Opposition	SC U	.50
• Wall of Wonder	SC U	.50
• Witch Hunter	SC U	1.00
• Wretched, The	SC R	4.00
• Xira Arien	SL R	2.00
• Yawgmoth Demon	SC R	3.00

• Chandler	SC U	.25
• Clockwork Gnomes	AC U	.15
• Clockwork Steed	AC U	.15
• Clockwork Swarm	AC U	.15
• Coral Reef	EN U	.15
• Daughter of Autumn	SC R	1.50
• Death Speakers	SC U	.50
• Diderido	ART R	1.50
• Drudge Spell	EN U	.50
• Dwarven Pony	SC R	2.00
• Dwarven Sea Clan	SC U	2.00
• Ebony Rhina	AC U	.15
• Eron the Relentless	SC U	.75
• Evaporate	SOR U	.50
• Faerie Noble	SC R	2.00
• Feroz's Ban	ART R	1.50
• Forget	SOR R	1.50
• Funeral March	EC U	.15
• Ghost Hounds	SC U	.50
• Giant Oyster	SC U	.50

• Root Spider	SC U	.50
• Roofs	EC U	.50
• Roterhothopter	AC U	.15
• Rysorian Badger	SC R	1.00
• Sea Sprite	SC U	.50
• Sea Troll	SC U	.50
• Sengir Autocrat	SC R	2.50
• Serra Avary	EN R	2.00
• Serra Bestiary	EC U	.15
• Serra Inquisitors	SC U	.50
• Serra Paladin	SC U	.15
• Serrated Arrows	ART U	1.00
• Soraya the Falconer	SC R	2.00
• Spectral Bears	SC U	.75
• Timmerman Fiends	SC R	1.00
• Truce	INS R	1.50
• Veldrane of Sengir	SC R	2.50
• Wall of Kelp	SC R	1.50
• Willow Priestess	SC R	2.00
• Winter Sky	SOR R	1.50
• Wizards' School	LAN U	.75

CHRONICLES

WIZARDS OF THE COAST-1995

Full Set (125 cards)	\$70.00
Booster Pack (12 cards)	2.45
Booster Box (45 packs)	95.00
Unlisted Commons	10

• Abu Ja'far	SC U	1.00
• Akron Legionnaire	SC R	2.00
• Aladdin	SC R	3.00
• Angelic Voices	EN R	4.00
• Arcades Sabboth	SL R	4.00
• Arena of the Ancients	ART R	2.00
• Axelrod Gunnarson	SL R	2.50
• Ayesha Tanaka	SL U	2.00
• Azure Drake	SC U	.50
• Banshee	SC U	.50
• Barf's Cage	ART R	1.50
• Beasts of Bogardan	SC U	.50
• Blood of the Martyr	INS U	.50
• Blood Moon	EN R	3.50
• Book of Rass	ART R	1.00
• Bronze Horse	AC R	2.00
• Chromium	SL R	4.50
• City of Brass	LAN R	13.00
• Cocoon	EC U	.75
• Concordant Crossroads	EW R	4.00
• Crow Giant	SC U	1.50
• Cyclone	EN R	2.00
• Dakkon Blackblade	SL R	4.00
• Dance of Many	EN R	2.50
• Enchantment Alteration	INS U	.50
• Erhnam Djinn	SC U	4.50
• Fallen, The	SC U	.75
• Fallen Angel	SC U	2.25
• Feldon's Dane	ART C	.75
• Fire Drake	SC U	.50
• Gabriel Angelfire	SL R	3.00
• Gauntlets of Chaos	ART R	2.50
• Goblin Artisans	SC U	.50
• Hell's Cartaker	SC R	4.00
• Horn of Desfennig	ART R	1.50
• Ivory Guardians	SC U	.50
• Jalum Tome	ART R	2.50
• Jeweled Bird	ART R	1.00
• Johan	SL R	3.00
• Juxtapose	SOR R	3.00
• Kei Takahashi	SL R	.25
• Land's Edge	EW R	4.00
• Marhault Eldragon	SL R	.25
• Nebuchadnezzar	SL R	4.00
• Nical Bolas	SC U	4.50
• Oblisk of Undoing	ART R	3.00
• Palladia-Mors	SL R	4.50
• Petra Sphinx	SC R	3.00
• Puppet Master	SC U	.50
• Ragged Master	EC U	.50
• Rabid Wombat	SC U	.75
• Rakalite	ART R	1.00
• Recall	SOR U	1.50
• Revelation	EW R	2.00
• Rubinia Soulsinger	SL R	4.00
• Safe Haven	LAN R	2.00
• Sentinel	AC R	2.00
• Serpent Generator	ART R	3.00
• Shield Wall	SC U	.50
• Shiaman Night Stalker	SC U	.50
• Swift Scaram	SL U	.25
• Sol'kaner the Swamp King	SL R	4.00
• Stang	SL R	2.50
• Storm Seeker	INS U	2.00



DOUBLE TAKES

THE IRON CURTAIN

You've probably heard about the "Magic is Satanic" nonsense. But back in 1994, there was another strange rumor connecting *Fallen Empires* to the Cold War. White, with cards such as *Hand of Justice*, was supposed to represent the "good" United States, while black (no, not red) was supposed to be the "evil" Soviets. Check out the hammer-and-sickle on the Thrull Wizard's forehead for "proof."

HOMELANDS

WIZARDS OF THE COAST-1995

Full Set (140 cards)	\$65.00
Booster Pack (8 cards)	1.65
Booster Box (60 packs)	69.00
Commons	10

• Abbey Gargoyles	SC U	.75
• Aether Storm	EN U	1.00
• An-Havra Constable	SC U	1.50
• An-Havra Inn	SOR U	.50
• An-Havra Township	LAN R	.75
• An-Zerrin Ruins	EN R	2.50
• Anaba Ancestor	SC R	2.00
• Anaba Spirit Crafter	SC R	2.00
• Apocalypse Chimie	ART R	1.50
• Autumn Willow	SC R	6.50
• Aysen Abbey	LAN U	.75
• Aysen Crusader	SC R	2.00
• Aysen Highway	EN R	2.00
• Baki's Curse	SOR R	2.00
• Baron Sengir	SC R	7.00
• Beast Walkers	SC R	1.75
• Black Carriage	SC R	1.75
• Broken Visage	INS R	2.00
• Castle Sengir	LAN R	.75
• Chain Stasis	INS R	2.00

• Grandmother Sengir	SC R	2.50
• Greater Werewolf	SC U	.25
• Hazduhr the Abbot	SC R	1.50
• Headstone	SC R	.15
• Heart Wolf	SC R	2.00
• Ihsan's Shade	SC U	2.00
• Inni Sengir	SC U	.50
• Ironclaw Curse	EC R	1.00
• Jinx	INS U	.15
• Joven	SC U	.50
• Joven's Ferrets	SC U	.15
• Joven's Tools	ART R	.50
• Koskun Falls	EN R	1.50
• Koskun Keep	LAN U	.75
• Leaping Lizard	SC U	.15
• Leeches	SOR R	1.75
• Mammoth Harness	EC R	1.50
• Marjhan	SC R	2.00
• Merchant Scroll	SOR U	.15
• Mystic Decree	EN R	3.00
• Narwhal	SC R	2.00
• Orcish Mine	EL U	.50
• Primal Order	EN R	3.50
• Prophecy	SC U	.15
• Rashika the Slayer	SC U	.50
• Renewal	SC U	.15
• Retribution	SOR U	.75
• Reveka, Wizard Savant	SC R	2.00

ALLIANCES

WIZARDS OF THE COAST-1996

Full Set (199 cards)	\$150.00
Booster Pack (12 cards)	4.00
Booster Box (45 packs)	148.00
Commons	15

• Ashnod's Cylix	ART R	3.00
• Balduvian Dead	SC U	.50
• Balduvian Horde	SC R	11.00
• Balduvian Trading Post	LAN R	5.00
• Bounty of the Hunt	INS U	.75
• Browne	EN U	1.00
• Burnout	INT U	1.00
• Chaos Harlequin	SC R	3.00
• Contagion	INS U	1.50
• Deadly Insects	SC U	.50
• Death Spark	INS U	.50
• Diminishing Returns	SOR U	5.00
• Diseased Vermin	SC U	1.00
• Dystopia	EN R	4.50
• Elvish Bard	SC U	.50
• Elvish Spirit Guide	SC U	.75
• Energy Arc	INS U	.50
• Exile	INS R	5.00
• False Demise	EC U	.25
• Fatal Lore	SOR R	3.00
• Feast or Famine	INS U	.25
• Floodwater Dam	ART R	3.00
• Force of Will	INT U	3.50
• Gargantuan Gorilla	SC R	4.00
• Gorilla Shaman	SC U	.50
• Gustha's Scepter	ART R	3.50
• Hail Storm	INS U	.50
• Heart of Yavimaya	LAN R	4.00
• Helm of Obedience	ART R	8.00
• Inheritance	EN U	.50
• Ivory Gargyle	SC R	6.00
• Juniper Order Advocate	SC U	1.00
• Kaysa	SC R	5.00
• Keeper of Tresserhorn	SC R	3.50
• Kjeldoran Home Guard	SC U	.75
• Kjeldoran Outpost	LAN R	8.00
• Krovikan Horror	SC R	3.00
• Krovikan Plague	EC U	.50
• Lake of the Dead	LAN R	9.00
• Library of Lat-Nam	SOR R	5.00
• Lim-Dul's Paladin	SC U	1.00
• Lim-Dul's Vault	INS U	1.00
• Lodesome Bauble	ART R	4.00
• Lord of Tresserhorn	SC R	5.00
• Misfortune	SOR R	2.50
• Mishra's Groundbreaker	ART U	.50
• Misinformation	INS U	.75
• Mystic Compass	ART U	.50
• Nature's Blessing	EN U	.50
• Nature's Chosen	EC U	.50
• Nature's Wrath	EN R	3.00
• Omen of Fire	INS R	3.00
• Phantasmal Sphere	SC R	3.00
• Pheldagrif	SC R	3.50
• Phyrexian Devourer	AC R	3.00
• Phyrexian Portal	ART R	3.00
• Pillage	SOR U	2.50
• Primitive Justice	SOR U	.75
• Pyrokinesis	INS U	.75
• Reprisal	INS U	.50
• Ritual of the Machine	SOR R	4.00
• Rogue Skycaptain	SC R	3.00
• Royal Decree	EN R	3.00
• Scarab of the Unseen	ART U	.50
• Scars of the Veteran	INS U	1.00
• School of the Unseen	LAN U	.50
• Seasoned Tactician	SC U	.50
• Sheltered Valley	LAN R	3.50
• Shield Sphere	AC U	1.00
• Sol Grail	ART R	1.50
• Soldevi Digger	ART R	4.00
• Soldevi Excavations	LAN R	4.50
• Soldier of Fortune	SC U	.75

MAGIC

The Gathering®

Price Guide

● Spiny Starfish	SC U	.75
● Splintering Wind	EN R	2.00
● Storm Cauldron	ART R	4.00
● Storm Elemental	SC U	.75
● Stormglad Spirit	SC U	1.00
● Suffocation	INS U	.50
● Surge of Strength	INS U	.75
● Sustaining Spirit	SC R	4.00
● Sworn Defender	SC R	3.00
● Thawing Glaciers	LAN R	9.00
● Thought Lash	EN R	3.00
● Tidal Control	EN R	3.00
● Tornado	EN R	2.50
● Unlikely Alliance	EN U	.50
● Urza's Engine	AC R	1.00
● Varchild's War-Riders	SC R	4.00
● Viscerid Drone	SC U	.75
● Wand of Denial	ART R	1.50
● Wandering Mage	SC R	3.00
● Whirling Catapult	ART R	1.50
● Winter's Night	EN R	3.00
● Yavimaya Ants	SC U	1.00

MIRAGE

WIZARDS OF THE COAST-1996

Full Set (350 cards)	\$175.00
Starter Deck (60 cards)	8.50
Starter Box (12 decks)	85.00
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	75.00
Commons	.15
Unlisted Uncommons	.50

● Abyssal Hunter	SC R	3.00
● Acidic Dagger	ART R	2.50
● Alfira Grove	EN R	2.50
● Afterlife	INS U	.75
● Amber Prison	ART R	3.75
● Amulet of Unmaking	ART R	3.00
● Ancestral Memories	SOR R	3.50
● Ashen Powder	SOR R	2.00
● Asmira, Holy Avenger	SC R	3.00
● Auspicious Ancestor	SC R	2.50
● Barreling Attack	INS R	2.50
● Basilisk Golem	AC U	.50
● Bazaar of Wonders	EN R	4.00
● Benthic Djinn	SC R	3.00
● Blighted Shaman	SC U	.50
● Blind Fury	INS U	.50
● Bone Mask	ART R	2.50
● Brushwag	SC R	2.00
● Burning Palm Elfreet	SC U	.75
● Cadaverous Bloom	EN R	5.00
● Canopy Dragon	SC R	5.00
● Carrion	INS R	2.50
● Catacomb Dragon	SC R	6.00
● Celestial Dawn	EN R	7.50
● Chaosphere	EN R	3.50
● Charcoal Diamond	ART U	1.50
● Circle of Despair	EN R	3.00
● Consuming Ferocity	EC U	.50
● Coral Fighters	SC U	.50
● Crimson Helikite	SC R	7.00
● Crypt Cobra	SC U	.50
● Cursed Totem	ART R	4.00
● Cycle of Life	EN R	2.50
● Daring Apprentice	SC R	2.50
● Discordant Spirit	SC R	3.00
● Dissipate	INT U	1.50
● Divine Retribution	INS R	2.50
● Dwarven Miner	SC U	.75
● Early Harvest	INS R	3.00
● Embowled Caliph	SC R	2.50
● Embowled Djinn	SC R	3.50
● Energy Bolt	SOR R	3.75
● Energy Vortex	EN R	3.75
● Enlightened Tower	INS U	2.00
● Ethereal Champion	SC R	3.00
● Favorable Destiny	EC U	.75
● Final Fortune	INS R	7.00
● Fire Diamond	ART U	1.50
● Flash	INS R	3.00
● Forbidden Crypt	EN R	3.50
● Forsaken Wastes	EN R	5.00
● Frenzied Elfreet	SC R	4.00
● Goblin Sootsayer	SC U	.50
● Grim Feast	EN R	3.50
● Grinning Totem	ART R	8.00

● Hakim, Loreweaver	SC R	3.00
● Hall of Gemstone	EN R	3.50
● Hammer of Bogardan	SOR R	11.50
● Harbinger of Night	SC R	3.00
● Hivis of the Scale	SC R	3.50
● Horrible Hordes	AC U	.50
● Illicit Auction	SOR R	3.00
● Illumination	INT U	.50
● Infernal Contract	SOR R	3.50
● Jaban's Influence	INS R	2.50
● Jungle Patrol	SC R	2.50
● Kulemssa Pirates	SC R	2.75
● Leening Gargoyle	SC R	2.50
● Lion's Eye Diamond	ART R	3.50
● Lure of Prey	INS R	3.00
● Malignant Growth	EN R	3.00
● Mana Prism	ART U	1.00
● Mangara's Blessing	INS U	1.00
● Mangara's Equity	EN U	1.00
● Mangara's Tome	ART R	3.75
● Marble Diamond	SC U	2.00
● Maro	SC R	5.00
● Melesse Spirit	SC U	1.00
● Mindbender Spores	SC R	2.25
● Mire Shade	SC U	.50
● Misers' Cage	ART R	3.00
● Mist Dragon	SC R	5.50
● Moss Diamond	ART U	2.00
● Mystical Tutor	INS U	2.00
● Natural Balance	SOR R	4.00
● Nettletooth Djinn	SC U	1.50
● Null Chamber	EN R	3.75
● Painful Memories	SOR U	.50
● Paupers' Cage	ART R	3.00
● Pearl Dragon	SC R	5.00
● Phyrexian Dreadnought	AC R	8.50
● Phyrexian Purge	SOR R	2.50
● Phyrexian Tribute	SOR R	2.00
● Political Trickery	SOR R	3.50
● Polymorph	SOR R	3.50
● Preferred Selection	EN R	3.50
● Prismatic Boon	INS U	.50
● Prismatic Lace	INS R	2.50
● Psychic Transfer	SOR R	3.50
● Purgatory	EN R	3.00
● Purraj of Urborg	SC R	3.00
● Rashida Scalebane	SC R	3.50
● Razor Pendulum	ART R	3.00
● Reckless Embargement	SC R	3.00
● Reflect Damage	INS R	3.50
● Reparations	EN R	3.00
● Rock Basilisk	SC R	3.00
● Roots of Life	EN U	.50
● Sacred Mesa	EN R	7.50
● Savage Twister	SOR U	1.00
● Sawback Mantacore	SC R	3.00
● Sealed Fate	SOR U	1.00
● Seeds of Innocence	SC R	2.50
● Shadow Grave	INS R	4.00
● Shaulki, Endbringer	SC R	3.00
● Shimmer	EN R	3.50
● Sidar Jabari	SC R	3.00
● Sky Diamond	ART D	2.00
● Soul Echo	EN R	3.50
● Spectral Guardian	SC R	4.00
● Spirit of the Night	SC R	8.00
● Stupor	SOR U	2.00
● Subterranean Spirit	SC R	3.00
● Sunweb	SC R	4.00
● Tainted Specter	SC R	2.00
● Tanhwa	SC R	4.50
● Teeka's Dragon	AC R	5.00
● Teferi's Imp	SC R	2.50
● Teferi's Isle	LAN R	2.50
● Telim-Tor	SC R	2.00
● Telim-Tor's Edict	INS R	2.00
● Tombstone Stairwell	EN R	4.50
● Torment of Lava	SOR R	3.00
● Uktabi Wildcats	SC R	3.50
● Unfulfilled Desires	EN R	3.00
● Ventifact Bottle	ART R	3.00
● Vigilant Martyr	SC U	.75
● Volcanic Dragon	SC R	6.50
● Volcanic Geyser	INS U	1.50
● Waiting In The Weeds	SOR R	3.00
● Warping Wurm	SC R	3.00
● Wellspring	EL R	2.50
● Wildfire Emissary	SC U	1.00
● Worldly Tutor	INS U	1.50

Yare	INS R	2.00
Zebra Unicorn	SC U	1.00
Zirilan of the Claw	SC R	3.50
Zubert, Golden Feather	SC R	3.50

VISIONS

WIZARDS OF THE COAST-1997

Full Set (167 cards)	150.00
Booster Pack (15 cards)	3.50
Booster Box (36 packs)	105.00
Commons	.10
Unlisted Uncommons	.50

● Aku Djinn	SC R	5.00
● Anvil of Bogardan	ART R	5.50
● Archangel	SC R	7.00
● Army Ants	SC U	.50
● Blanket of Night	EN U	1.00

● Helm of Awakening	ART R	1.00
● Honorable Passage	INS U	1.25
● Juju Bubble	ART U	.50
● Kaervek's Spite	INS R	4.00
● Katakatic Winds	EN R	3.00
● Kookus	SC R	3.50
● Lead-Belly Chimera	AC U	.50
● Lichenthrope	SC R	3.00
● Lightning Cloud	EN R	1.00
● Longbow Archer	SC U	1.50
● Magma Mine	ART U	2.00
● Miraculous Recovery	INS U	1.00
● Natural Order	SOR R	4.50
● Necromancy	EN U	1.50
● Necrosavant	SC R	4.50
● Nekratalk	SC U	2.00
● Ogre Enforcer	SC R	3.50
● Ovinomancer	SC U	1.00
● Peace Talks	SOR U	.50

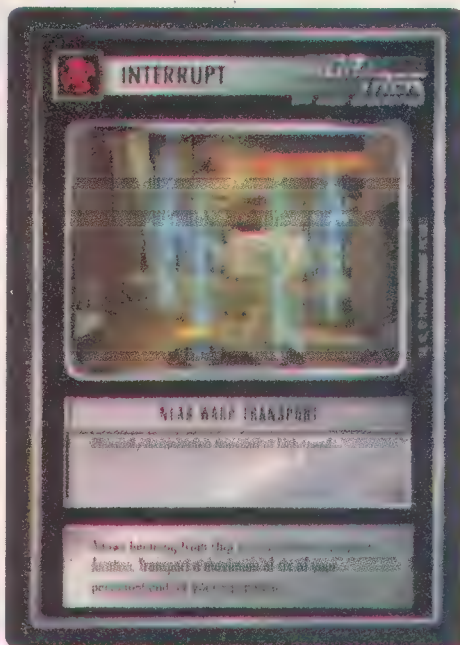
● Tin-Wing Chimera	AC U	.50
● Tithe	INS R	4.00
● Triangle of War	ART R	3.00
● Undiscovered Paradise	LAN R	8.00
● Vampiric Tutor	INS R	9.50
● Vashino Sandstalker	SC U	1.50
● Vashivan Dragon	SC R	8.00
● Wand of Denial	ART R	5.00
● Watersport Djinn	SC U	1.00
● Zhalfirin Crusader	SC R	4.00

WEATHERLIGHT

WIZARDS OF THE COAST-1997

Full Set (167 cards)	150.00
Booster Pack (15 cards)	2.75
Booster Box (36 packs)	80.00
Commons	.15
Unlisted Uncommons	.50

● Abeyance	INS R	7.50
● Abhorth	SC R	5.00
● Ether Flash	EN U	1.50
● Alabaster Dragon	SC R	5.50
● Ancestral Knowledge	EN R	4.00
● Avizoa	SC R	3.50
● Barishi	SC U	.50
● Bone Dancer	SC R	3.50
● Bosium Sing	ART R	4.00
● Bubble Matrix	ART R	4.00
● Call of the Wild	EN R	4.00
● Chimeric Sphere	INS U	.75
● Debt of Loyalty	INS R	4.00
● Dense Foliage	EN R	4.50
● Dargus Staff	ART U	1.00
● Doomsday	SOR R	4.00
● Drazven Thaumaturgist	SC R	3.00
● Erta's Familiar	SC R	3.00
● Favor	EN R	5.00
● Firestorm	INS R	6.00
● Forsyrian Brigade	SC U	.75
● Fungus Elemental	SC R	2.75
● Gaea's Blessing	SOR U	1.50
● Gallowbrard	SC R	4.00
● Gemstone Mine	LAN U	3.00
● Goblin Bomb	EN R	4.00
● Heart of Bogardan	EN R	4.00
● Heat Stroke	EN R	3.50
● Hallow Shaman	SC U	.50
● Infernal Tribute	EN R	4.00
● Inner Sanctum	EN R	3.00
● Liege of the Hollows	SC R	4.00
● Lotus Vale	LAN R	11.50
● Mana Web	ART R	5.00
● Maraxus of Keld	SC R	6.00
● Mornfen	SC R	4.00
● Mvonvuli Ooze	SC R	3.00
● Nature's Resurgence	SOR R	3.75
● Noble Benefactor	SC U	.75
● Null Rod	ART R	3.00
● Orich Settlers	SC R	1.50
● Paradigm Shift	SOR R	3.50
● Peacekeeper	SC R	4.50
● Pendrell Mists	EN R	4.50
● Phantom Warrior	SC U	1.00
● Psychic Vortex	EN R	3.00
● Releam	SOR U	1.00
● Scorched Ruins	LAN R	5.00
● Serenely	EN R	4.00
● Serra's Blessing	EN U	1.50
● Southern Paladin	SC R	5.00
● Tariff	SOR R	3.00
● Teferi's Veil	EN U	.50
● Thran Tome	ART R	2.75
● Thundermare	SC R	7.50
● Tolarian Entrancer	SC R	4.00
● Tolarian Serpent	SC R	3.00
● Touchstone	ART U	.50
● Tranquil Grove	EN R	4.00
● Urborg Justice	INS R	4.00
● Urborg Stalker	SC R	4.00
● Vodyanil Illusionist	SC R	5.00
● Volunteer Reserves	SC U	1.50
● Wave of Fear	EN R	3.00
● Wall of Knowledge	ART R	4.00
● Winding Canyon	LAN R	5.00
● Xanthic Statue	ART R	4.00



DOUBLE TAKES

HASTE MAKES WASTE

Most people think the transporters are the brain child of Gene Roddenberry contemplating the advances of the future. Truth is, he needed a cheap way to get the away teams to the planets. The special effects required to show shuttlecraft landing would have been too costly so he came up with the idea of a transporter—and clearly didn't spend much money on the effect.

● Bogardan Phoenix	SC R	4.00
● Brass-Talon Chimera	AC U	.50
● Breathstealer's Crypt	EN R	2.00
● Brood of Cockroaches	SC U	.50
● Chronatop	SC R	4.00
● City of Solitude	EN R	8.00
● Corrosion	EN R	3.00
● Creeping Mold	SOR U	1.50
● Desolation	EN U	1.00
● Diamond Kaleidoscope	ART R	3.00
● Dragon Mask	ART U	1.00
● Elephant Grass	EN U	1.00
● Elkin-Lair	EN R	3.00
● Equipose	EN R	4.00
● Eye of Singularity	INT R	4.00
● Fennere's Enchantress	SC R	3.00
● Firestorm Helikite	SC R	6.00
● Flooded Shorline	EN R	3.00
● Forbidden Ritual	SOR R	3.50
● Goblin Recruiter	SC U	1.00
● Griffin Canyon	LAN R	4.00
● Guiding Spirit	SC R	3.50

● Phyrexian Marauder	AC R	3.50
● Pillar Tombs of Aku	EN R	4.00
● Prosperity	SOR U	2.00
● Pygmy Hippo	SC R	3.75
● Quicksand	LAN U	1.25
● Quirion Druid	SC R	4.00
● Rainbow Elfreet	SC R	5.50
● Relentless Assault	SOR R	8.00
● Redistribution of the Meek	SOR R	3.50
● Righteous War	EN R	3.50
● Rowen	EN R	3.50
● Sands of Time	ART R	4.00
● Scalebane's Elite	SC U	1.00
● Simoon	INS U	.50
● Snake Basket	ART R	6.00
● Sporecyst Reservoir	EN R	4.00
● Stompeding Wildebeasts	SC U	1.00
● Suleiman's Legacy	EN R	3.50
● Summer Bloom	SOR U	1.25
● Teferi's Puzzle Box	ART R	4.00
● Teferi's Realm	EN R	3.00
● Tempest Drake	SC U	1.00
● Three Wishes	INS R	3.00

TEMPEST

WIZARDS OF THE COAST-1997

Full Set (335 cards)	255.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	85.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	85.00

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

Starter Box (12 decks-pre-constructed)

Commons	12.00
Unlisted Uncommons	.75

Alter of Dementia	ART R	4.50
Aurora	EN R	5.00
Angelic Protector	SC U	1.00
Apes of Rath	SC U	.50
Apocalypse	SOR R	5.00
Aurafog	SC R	2.50
Avening Angel	SC R	5.50
Bellowing Fiend	SC R	3.00
Benthic Behemoth	SC R	3.50
Booby Trap	ART R	6.00
Bottle Gnomes	AC U	2.00
Bounty Hunter	SC R	4.50
Caldera Lake	LAN R	5.00
Canyon Drake	SC R	2.50
Carionette	SC R	3.00
Chaotic Goo	SC R	2.50
Chill	EN U	.75
Choke	EN U	1.50
Chinder Marsh	LAN U	1.00
Coffin Queen	SC R	5.00
Cold Storage	ART R	3.00
Commander Greven II-Vec	SC R	7.00
Corpse Dance	INS R	7.00
Crazed Armodon	SC R	3.00
Cursed Scrool	ART R	22.00
Dauthi Embrace	EN U	.75
Deadshot	SOR R	2.50
Death Pits of Rath	EN R	3.50
Dirteowl Wurm	SC R	5.50
Dracoplasm	SC R	4.00
Dregs of Sorrow	SOR R	3.75
Duplicity	EN R	3.50
Earthcraft	EN R	3.00
Echo Chamber	ART R	4.00
Eladamri, Lord of Leaves	SC R	6.50
Eladamri's Vineyard	EN R	8.50
Elven Warhounds	SC R	3.50
Emerald Medallion	ART R	5.00
Emmessi Tome	ART R	3.00
Energizer	AC R	3.00
Ertai's Meddling	INT R	3.00
Escaped Shapeshifter	SC R	4.00
Extinction	SOR R	3.50
Fevered Convulsions	EN R	3.00
Field of Souls	EN R	3.50
Flickering Ward	EC U	1.00
Flowstone Salamander	SC U	.75
Flowstone Sculpture	AC R	3.50
Flowstone Wyvern	SC R	3.00
Fool's Tome	ART R	3.00
Fugitive Druid	SC R	3.00
Furnace of Rath	EN R	5.00
Fylgemark	SC U	1.00
Gerrard's Battle Cry	EN R	4.00
Goblin Bombardment	EN U	1.00
Grindstone	ART R	8.25
Hand to Hand	EN R	3.00
Hanna's Custody	EN R	4.00
Heartwood Giant	SC R	3.00
Helm of Possession	ART R	4.00
Humility	EN R	6.50
Interdict	INT U	1.00
Intuition	INS R	5.00
Intuition	INS R	5.00
Jackal Pup	SC U	1.00
Jet Medallion	ART R	5.00
Jinxed Idol	ART R	3.50
Kezzerdrix	SC R	2.50
Knight of Dawn	SC U	1.25
Knight of Dusk	SC U	1.00
Krakilin	SC U	1.00
Legacy's Allure	EN U	1.00
Legerdemain	SOR U	.50
Light of Day	EN U	1.25
Living Death	SOR R	14.00
Lobotomy	SOR U	2.00
Maddening Imp	SC R	2.50
Magmassaur	SC R	2.50
Magnetic Web	ART R	2.50
Mana Severance	SOR R	4.00
Marble Titan	SC R	3.00
Mawoor	SC R	2.50
Maze of Shadows	LAN U	1.25
Meditate	INS R	6.00
Minion of the Wastes	SC R	4.50
Miri's Guile	EN R	4.50
Mogg Cannon	ART U	.50
Mongrel Pack	SC R	4.00
Nature's Revolt	EN R	4.75
No Quarter	EN R	3.50
Oracle en-Vec	SC R	3.50
Orim, Samite Healer	SC R	4.00
Overrun	SOR U	2.00
Palladium	SC R	3.00
Patchwork Gnomes	AC U	.50
Pearl Medallion	ART U	.50
Pegasus Refuge	EN R	3.50
Phryxian Glimoire	ART R	3.00
Pine Barrens	LAN R	4.50

Preognition	EN R	3.50
Propaganda	EN U	2.00
Puppet Strings	ART U	1.00
Rain of Tears	SOR U	1.00
Rathi Dragon	SC R	9.00
Reanimate	SOR U	.50
Recycle	EN R	4.50
Reflecting Pool	LAN R	13.00
Renegade Warlord	SC U	.50
Repentance	SOR U	.50
Root Maze	EN R	2.50
Rootwater Depths	LAN U	.75
Rootwater Matriarch	SC R	3.00
Rootwater Shaman	SC R	3.00
Ruby Medallion	ART R	4.25
Sacred Guide	SC R	2.50
Safeguard	EN R	3.50
Salt Flats	LAN R	4.00
Sapphire Medallion	ART R	6.00
Sarcophony	EN R	8.00
Scabland	LAN R	5.00
Scalding Tongues	ART R	5.00
Scorched Earth	SOR R	3.50
Scragmuth	SC U	1.25
Screedling Harpy	SC U	.50
Scroll Rack	ART R	7.00
Selenia, Dark Angel	SC R	4.50
Shocker	SC R	5.25
Sky Spirit	SC U	.75
Skyshroud Forest	LAN R	4.00
Skyshroud Vampire	SC U	.75
Solart Emissary	SC R	3.00
Soltari Guerrillas	SC R	4.00
Soltari Monk	SC U	1.25
Soltari Priest	SC U	1.50
Spirit Mirror	EN R	4.00
Spontaneous Combustion	INS U	.75
Starke of Rath	SC R	2.50
Static Orb	ART R	4.00
Steal Enchantment	EE U	.75
Steal Front	EN U	.50
Sudden Impact	INS U	1.00
Teledrifter	AC U	.50
Thalaks Lowlands	LAN U	1.00
Thumbscrews	ART R	3.50
Time Warp	SOR R	13.50
Tooth and Claw	EN R	2.50
Torture Chamber	ART R	3.00
Tradewind Rider	SC R	20.00
Unstable Shapeshifter	SC R	3.50
Vec Township	LAN U	.75
Verdant Force	SC R	7.00
Verdigris	INS U	.50
Vhat II-Dal	SC R	3.50
Warmth	EN U	.75
Wasteland	LAN U	2.50
Whim of Volrath	INS R	4.00
Whispers of the Muse	INS U	.75
Wind Dancer	SC U	.50
Winds of Rath	SOR R	4.50
Wood Sage	SC R	2.75

STRONGHOLD

WIZARDS OF THE COAST-1998

Full Set (143 cards)	165.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	95.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	80.00
Commons	15
Unlisted Uncommons	1.00

Acidic Silver	SC U	1.50
Amok	EN R	2.00
Awakening	EN R	4.50
Bottomless Pit	EN U	1.25
Burgoning	EN R	3.50
Carnassid	SC R	9.00
Crovax the Cursed	SC R	4.50
Crystalline Silver	SC U	2.00
Dream Halls	EN R	5.00
Ensuring Bridge	ART R	6.00
Evacuation	INS R	3.50
Fanning the Flames	SOR U	1.00
Flowstone Mauler	SC R	2.75
Grave Pact	EN R	5.00
Heartstone	ART U	.75
Heat of Battle	EN U	1.00
Hermil Druid	SC R	4.00
Hesitation	EN U	.75
Hidden Retreat	EN R	3.00
Horn of Greed	ART R	3.00
Intruder Alarm	EN R	3.00
Invasion Plans	EN R	3.00
Iron Ring	ART R	2.50
Mask of the Mimic	INS U	.50
Megrim	EN U	1.50
Mind Peel	SOR U	.50
Minidwarper	SC R	3.00
Mogg Infestation	SOR R	4.50
Mogg Maniac	SC U	1.25
Mortuary	EN R	3.00

Mox Diamond	ART R	20.00
Portcullis	ART R	9.50
Pursuit of Knowledge	EN R	6.00
Rebound	INT U	.75
Reins of Power	INS R	3.50
Revenant	SC R	3.50
Rolling Stones	EN R	4.00
Ruinution	SOR R	4.00
Sacred Ground	EN R	3.50
Shaman en-Kor	SC R	3.50
Shard Phoenix	SC R	5.00
Shifting Wall	AG U	.75
Silver Wyvern	SC R	4.50
Skeleton Scavengers	SC R	3.00
Silver Queen	SC R	10.00
Soltari Champion	SC R	4.00
Spike Breeder	SC R	3.50
Spike Feeder	SC U	1.50
Splitting Hydra	SC R	3.50
Stronghold Assassin	SC R	4.00
Sword of the Chosen	ART R	2.50
Temper	INS U	.75
Thalaks Deceiver	SC R	3.00
Verdant Touch	SOR R	2.50
Visual Silver	SC U	1.00
Volrath's Gardens	EN R	3.00
Volrath's Laboratory	ART R	4.00
Volrath's Shapeshifter	SC R	3.50
Volrath's Stronghold	LAN R	6.00
Wall of Essence	SC U	1.00
Wall of Souls	SC U	1.00
Warrior Angel	SC R	5.00

EXODUS

WIZARDS OF THE COAST-1998

Full Set (143 cards)	145.00
Starter Deck (60 cards)	9.50
Starter Box (12 decks)	115.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	82.00
Commons	15
Unlisted Uncommons	1.00

Cataclysm	SOR R	10.00
City of Traitors	LAN R	3.00
Coat of Arms	ART R	11.00
Convalescence	EN R	2.75
Dauthi Warlord	SC U	.75



DOUBLE TAKES

ALIEN CROSSOVER

Remember in the movie "E.T." when the little critter saw someone in a Yoda costume and kept repeating, "Home, home, home"? How cute. They were both aliens and it gave a little plug to "Star Wars." Well, in "The Phantom Menace" the plug was repaid. In the grand senate scene, one of the delegate pods contains three E.T.s.

Dominating Lizard	SC R	5.50
Entropic Specter	SC R	3.00
Ephemeros	SC R	3.50
Equilibrium	EN R	4.50
Erratic Portal	ART R	3.50
Ertai, Wizard Adept	SC R	8.00
Exalted Dragon	SC R	6.50
Fighting Chance	INS R	3.00
Forbidden	INT U	1.00
Harred	INS R	9.00
Limited Resources	EN R	4.25
Manabond	EN R	3.00
Memory Crystal	ART R	4.50
Mind Moggos	SC U	.75
Mind Over Matter	EN R	7.00
Mindless Automaton	AC R	3.00
Mirri, Cat Warrior	SC R	4.75
Monstrous Hound	SC R	3.00
Null Brooch	ART R	6.00
Oath of Druids	EN R	12.00
Oath of Ghouls	EN R	4.50
Oath of Lieges	EN R	3.50
Oath of Mages	EN R	3.00
Oath of Scholars	EN R	3.50
Ogre Shaman	SC R	3.00
Paladin en-Vec	SC R	5.00
Pandemonium	EN R	6.00
Pit Spawn	SC R	4.50
Plaguebearer	SC R	3.00
Ravenous Baboon	SC R	3.00
Recurring Nightmare	EN R	5.00
Resuscitate	INS U	.75
Solemic Assault	EN R	5.00
Skyshroud War Beast	SC R	3.50
Sphere of Resistance	ART R	4.00
Spike Cannibal	SC R	.75
Spike Hatcher	SC R	3.00
Spike Weaver	SC R	5.00
Survival of the Fittest	EN R	8.00
Thalaks Drifters	SC R	3.00
Thorpe Squadron	AC R	2.50
Volrath's Dungeon	EN R	5.00
Wall of Nets	SC R	3.00
Workhorse	AC R	2.50

URZA'S SAGA

WIZARDS OF THE COAST-1998

Full Set (335 cards)	255.00
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Booster Pack (15 cards)		3.00
Booster Box (36 packs)		82.00
Starter Deck (75 cards)		9.50
Starter Box (12 decks)		90.00
Commons		15
Unlisted Uncommons		1.50
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● Abundance	EN R	6.00
● Abyssal Horror	SC R	4.50
○ Angelic Chorus	EN R	4.50
● Antagonism	EN R	4.00
● Arcane Laboratory	EN U	3.00
● Argothian Enchantress	SC R	6.00
● Argothian Wurm	SC R	5.00
● Attunement	EN R	4.00
● Back to Basics	EN R	4.50
● Barrin, Master Wizard	SC R	5.00
● Barrin's Codex	ART R	4.50
● Bedlam	EN R	3.00
● Brand	INS R	3.50
● Bulwark	EN R	3.50
○ Catastrophe	SOR R	7.00
● Child of Gaea	SC R	5.00
● Chimeric Staff	ART R	4.00
● Citadel Caltans	SC R	5.50
● Citadel Flute	ART R	4.50
● Citadel Hierophants	SC R	4.00
● Contamination	EN R	5.00
● Copper Gnomes	AC R	4.50
● Crater Hellion	SC R	6.50
● Dark Hatching	SC R	4.00
● Darkest Hour	EN R	4.00
● Discordant Dirge	EN R	4.50
● Drifting Djinn	SC R	4.50
● Eastern Paladin	SC R	4.50
● Electrify	SC R	3.00
● Elite Archers	SC R	4.50
● Endless Wurm	SC R	6.00
● Energy Field	EN R	5.50
● Exploration	EN R	3.00
○ Faith Healer	SC R	3.00
● Fault Line	INS R	5.00
● Fluctuator	ART R	3.00
● Gaea's Cradle	LAN R	15.00
● Gamble	SOR R	4.50
● Gilded Drake	SC R	4.00
● Glorious Anthem	EN R	6.00
● Grafted Skullcap	ART R	4.00
● Great Whale	SC R	6.00
● Greater Good	EN R	4.50
● Greener Pastures	EN R	3.00
● Herald of Serra	SC R	5.50
● Hidden Herd	EN R	4.25
● Hidden Predators	EN R	3.00
● Hidden Stag	EN R	3.50
● Ill-Gotten Gains	SOR R	4.00
● Imaginary Pet	SC R	4.50
● Intrepid Hero	SC R	4.00
● Karn, Silver Golem	AC R	5.50
● LifeLine	ART R	11.00
● Lightning Dragon	SC R	8.00
● Lightning Dragon (Promo)	SC R	15.00
● Lotus Blossom	ART R	6.50
● Lurking Evil	EN R	4.00
● Metronome	EN R	4.00
● Midsummer Revel	EN R	4.50
● Mishra's Helix	SC R	5.00
● Morphling	SC R	5.00
● Neotic Scales	SC R	4.50
● Okk	ART R	4.00
● Opal Archangel	EN R	5.00
● Opal Titan	EN R	4.00
● Oppression	EN R	4.50
● Parish	EC R	5.00
● Persecute	SOR R	7.50
● Phryxian Colossus	AC R	7.50
● Phryxian Processor	ART R	5.50
● Phryxian Tower	LAN R	5.50
● Planar Birth	SOR R	4.00
● Purging Scythe	ART R	4.00
● Recantation	EN R	4.00
● Remembrance	EN R	5.00
● Reprocess	SOR R	4.50
● Rumbling Crescendo	EN R	4.00
● RoP: Lands	EN R	3.50
● Scoria Wurm	SC R	4.00
○ Seasoned Marshal	SC U	1.50
○ Serra Avatar	SC R	14.00
○ Serra's Liturgy	EN R	4.50
○ Serra's Sanctum	LAN R	5.50
● Shivan Gorge	LAN R	4.00
● Shivan Hellkite	SC R	8.50
● Show and Tell	SOR R	8.00
● Sleeper Agent	SC R	4.00
● Smokestack	ART R	5.00
● Sneak Attack	EN R	11.00
● Somniphore	SC R	4.00
○ Soul Sculptor	SC R	4.00
● Sporegenesis	EN R	4.00
● Stroke of Genius	INS R	17.00
● Sulfuric Vapors	EN R	4.50
● Sunder	INS R	4.00
● Tainted Ether	EN R	4.50

MAGIC

The Gathering®

Price Guide

Temporal Aperture	ART R	4.50
Thran Quarry	LAN R	12.00
Time Spiral	SOR R	14.00
Tolarian Academy	LAN R	10.00
Umbrilicus	ART R	4.00
Vehuild	SC R	3.50
Velled Crocodile	EN R	3.50
Vernal Bloom	EN R	4.00
Vishnoo Sandswimmer	SC R	3.50
Western Paladin	SC R	4.50
Whetstone	ART R	4.50
Whirlwind	SOR R	4.00
Wildfire	SOR R	4.50
Witch Engine	SC R	4.00
Worship	EN R	7.00
Yawgmoth's Will	SOR R	5.00
Zephid	SC R	4.50

URZA'S LEGACY

Full Set (143 cards)	99.00
Preconstructed Starter Deck (75 cards)	6.00
Starter Box (12 decks)	80.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	85.00
Commons	15
Unlisted Uncommons	75

Anthroplasm	SC R	4.00
Archivist	SC R	6.00
Avalanche Riders	SC U	1.00
Beast of Burden	AC R	4.50
Blessed Reversal	INS R	5.00
Brink of Madness	EN R	3.50
Crawlspace	ART R	5.00
Damping Engine	ART R	5.00
Defense Grid	ART R	7.00
Defense of the Heart	EN R	4.50
Delusions of Mediocrity	EN R	3.50
Deranged Hermit	SC R	5.00
Eviscerator	SC R	4.25
Fleeting Image	SC R	3.50
Goblin Welder	SC R	4.25
Grim Monolith	ART R	5.00
Hidden Gibbons	EN R	5.00
Impending Disaster	EN R	5.00
Iron Maiden	ART R	4.00
Karmic Guide	SC R	4.50
Lurking Skirge	EN R	3.50
Memory Jar	ART R	6.00
Might of Oaks	INS R	7.00
Molten Hydra	SC R	3.50
Multani, Maro-Sorcerer	SL R	8.50
Multani's Presence	EN U	7.5
No Mercy	EN R	6.00
Opal Avenger	EN R	4.00
Palinchron	SC R	8.00
Phyrexian Plaguelord	SC R	6.00
Planar Collapse	EN R	6.50
Purify	SOR R	4.00
Pyromancy	EN R	6.00
Quicksilver Amulet	ART R	5.00
Radiant, Archangel	SL R	9.00
Radiant's Dragons	SC U	7.5
Ring of Gix	ART R	10.00
Rivalry	EN R	4.00
Scrapheap	ART R	3.50
Second Chance	EN R	7.00
Shivan Phoenix	SC R	6.50
Subversion	EN R	3.50
Thran Lens	ART R	4.50
Thran War Machine	AC U	1.00
Thran Weaponry	ART R	3.00
Urza's Blueprints	ART R	4.50
Vishnoo Outthroat	SC U	7.5
Weatherseed Treefolk	SC R	5.00
Wheel of Torture	ART R	4.00

URZA'S LEGACY (FOIL SET)

WIZARDS OF THE COAST-1999		
Full Set (143 cards)	2.250.00
Unlisted Commons	5 00
Unlisted Uncommons	12 00
Angel's Trumpet	ART U 12.00

Anthroplasm	SC R	30.00
Archivist	SC R	35.00
Avalanche Riders	SC U	15.00
Beast of Burden	AC R	28.00
Blessed Reversal	INS R	25.00
Bone Shredder	SC U	15.00
Brink of Madness	EN R	30.00
Crawlspace	ART R	30.00
Damping Engine	ART R	28.00
Defense Grid	ART R	38.00



DOUBLE TAKES

MAKING THE CONNECTION

While the storylines connect many different cards, sometimes the pictures do too. If you hold Guardian Angel and Paralyze diagonal to each other, it looks like the Angel is shooting Paralyze's minotaur, though artist Anson Maddocks insists this wasn't intentional. Mox Jet and Forcefield also connect in a similar fashion, while the four Ice Age Plains form one long picture.

Defense of the Heart	EN R	35.00
Delusions of Mediocrity	EN R	32.00
Deranged Hermit	SC R	30.00
Eviscerator	SC R	25.00
Faerie Conclave	LAN U	14.00
Fleeting Image	SC R	30.00
Forbidden Watchtower	LAN U	10.00
Gang of Elk	SC U	10.00
Ghru War Cry	EN U	10.00
Goblin Welder	SC R	25.00
Grim Monolith	ART R	32.00
Harmonic Convergence	INS U	10.00
Hidden Gibbons	EN R	34.00
Hope and Glory	INS U	10.00
Impending Disaster	EN R	35.00
Iron Maiden	ART R	29.00
Jhora's Toolbox	AC U	10.00
Karmic Guide	SC R	32.00
Lurking Skirge	EN R	25.00
Memory Jar	ART R	34.00
Might of Oaks	INS R	35.00
Molten Hydra	SC R	29.00
Mother of Ruins	SC U	15.00

Multani, Maro-Sorcerer	SL R	48.00
No Mercy	EN R	48.00
Opal Avenger	EN R	22.00
Opportunity	INS U	14.00
Palinchron	SC R	44.00
Parch	INS C	6.00
Phyrexian Plaguelord	SC R	32.00
Phyrexian Reclamation	EN U	14.00
Planar Collapse	EN R	30.00
Purify	SOR R	28.00
Pyromancy	EN R	35.00
Quicksilver Amulet	ART R	40.00
Radiant, Archangel	SL R	45.00
Ring of Gix	ART R	75.00
Rivalry	EN R	30.00
Scrapheap	ART R	30.00
Second Chance	EN R	40.00
Shivan Phoenix	SC R	35.00
Simian Grunts	SC C	6.00
Spawning Pool	LAN U	15.00
Subversion	EN R	32.00
Thran Lens	ART R	35.00
Thran Weaponry	ART R	25.00
Treetop Village	LAN U	15.00

Academy Rector	SC R	4.00
Aether Sting	EN U	7.5
Ancient Silverback	SC R	4.00
Apprentice Necromancer	SC R	4.00
Archery Training	EC U	7.5
Attrition	EN R	4.00
Aura Thief	SC R	5.00
Blizzard Elemental	SC R	7.00
Bloodshot Cyclops	SC R	5.00
Body Snatcher	SC R	4.00
Bradwood Cup	ART U	7.5
Bradwood Sextant	ART U	7.5
Brass Secretary	AC U	7.5
Brine Seer	SC U	1.00
Caltraps	ART U	7.5
Carnival of Souls	EN R	3.00
Cinder Seer	SC U	1.00
Compost	EN U	7.5
Covetous Dragon	SC R	10.00
Disappear	EC U	7.5
Donate	SOR R	3.00
Elvish Piper	SC R	4.00
Emperor Crocodile	SC R	9.00
Encroachment	SOR U	7.5
Eradicate	SOR U	1.50
Extruder	AC U	7.5
False Prophet	SC R	10.00
Festering Wound	EC U	7.5
Field Surgeon	SC R	4.00
Flicker	SOR R	5.00
Fodder Cannon	ART U	7.5
Gamekeeper	SC U	7.5
Goblin Berserker	SC U	7.5
Goblin Festival	EN R	3.00
Goblin Marshal	SC R	3.00
Hunting Moa	SC U	1.25
Impatience	EN R	3.00
Incediary	EC U	7.5
Indescent Drake	SC U	7.5
Ivy Seer	SC U	1.00
Jasmine Seer	SC U	1.00
Junk Driver	AC R	3.00
Keldon Champion	SC U	7.5
Landslide	SOR U	1.50
Lurking Jackals	EN R	7.5
Mantis Engine	AC U	7.5
Master Healer	SC R	5.00
Masticore	AC R	4.00
Metalworker	AC R	4.00
Metathran Elite	SC U	7.5
Momentum	EC U	7.5
Nightshade Seer	SC U	1.00
Opalescence	EN R	4.00
Opposition	EN R	5.00
Pattern of Rebirth	EC R	3.50
Phyrexian Negator	SC R	8.00
Plague Dogs	SC U	7.5
Plow Under	SOR R	5.00
Powder Keg	ART R	4.00
Private Research	EC U	7.5
Quash	INS U	1.25
Rapid Decay	INS R	3.00
Rayne, Academy Chancellor	SC R	6.00
Repercussion	EN R	5.00
Replenish	SOR R	6.00
Rofellos, Llanowar Emissary	SC R	7.00
Sanchmancy	EN U	7.5
Scour	INS U	7.5
Scrying Glass	ART R	4.00
Serra Advocate	SC U	7.5
Soul Feast	SOR U	7.5
Sowing Salt	SOR U	7.5
Splitter	SOR U	7.5
Storage Matrix	ART R	5.00
Temporal Adept	SC R	6.00
Thieving Magpie	SC U	1.50
Thorn Elemental	SC R	7.00
Thran Dynamo	ART U	7.5
Thran Foundry	ART U	7.5
Thran Golem	AC R	4.00
Treachery	EC R	6.00
Urza's Incubator	ART R	4.00
Voice of Duty	SC U	7.5
Voice of Reason	SC U	7.5
Wake of Destruction	SOR R	6.00
Yavimaya Enchantress	SC U	7.5
Yavimaya Hollow	LAN R	4.00
Yawgmoth's Bargain	EN R	8.00

Windseeker Centaur	5.00
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BABYLON 5

PRECEDENCE PUBLISHING-1997

Full Set (448 cards)	\$225.00
Starter Deck	9.00
Starter Box (12 decks)	82.00
Booster Pack	2.00
Booster Box (24 packs)	39.00
Commons	25
Uncommons	1.00

As It Was Meant To Be	AGE R	3.00
Babylon 5 Unrest	ENH R	3.00
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BABYLON 5 DATA C=COMMON U=UNCOMMON R=RARE

●CENTAURI ●HUMAN ●MINBARI ●NARN ●NEUTRAL ●OTHER ●VORLON

AFT Aftermath	CNT Contingency	EVE Event	INT Intrigue
AGE Agenda	CON Conflict	FLE Fleet	LOC Location
CHA Character	ENH Enhancement	GRO Group	MIL Military

PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

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● Third Battle Fleet (Centauri)		
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PREDICENCE PUBLISHING—1999

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PREDICENCE PUBLISHING—1999

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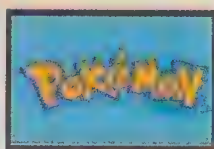
DOUBLE TAKES

CUTE, FURRY GHOST?

Some interesting communication breakdowns have taken place between *Magic* artists and Wizards' R&D team. On *Ice Age's* *Hyalopterous Lemure*, Richard Thomas painted not a "lemure," a ghost that walks the earth, but a "lemur," the cute, furry little creature seen on the card. And on *Urza's Saga's* Guma, artist Daren Bader didn't know what to draw, so he drew a puma!

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○ Oddish.....POK C .50	○ Rapidash.....POK U 4.00
○ Paras.....POK C .50	○ Rhydon.....POK U 3.00
○ Parasect.....POK U 3.00	○ Scyther.....POK R 12.00
○ Persian.....POK U 3.00	○ Seaking.....POK U 3.00
○ Porygon.....POK C .50	○ Snorlax.....POK R 9.00
○ Pidgeot.....POK R 11.00	○ Spearow.....POK C .50
○ Pikachu.....POK C .50	○ Tauros.....POK U 4.00
○ Pinser.....POK R 12.00	○ Vaporeon.....POK R 8.00
○ Primeape.....POK U 3.00	
○ Rapidash.....POK U 4.00	
○ Rhydon.....POK U 3.00	
○ Scyther.....POK R 12.00	
○ Seaking.....POK U 3.00	
○ Snorlax.....POK R 9.00	
○ Spearow.....POK C .50	
○ Tauros.....POK U 4.00	
○ Vaporeon.....POK R 8.00	

● Venonoth.....POK R 10.00	○ Wigglytuff.....POK R 12.00
● Venonat.....POK C .50	
● Victreebel.....POK R 11.00	
● Vileplume.....POK R 11.00	
● Weepinbell.....POK U 3.00	
○ Wigglytuff.....POK R 12.00	

FOSSIL EXPANSION (JAPANESE)

Full Set (48 cards).....*
Booster Pack (11 cards).....7.00

● Aerodactyl.....POK R 25.00	○ Hitmonlee.....POK R 15.00
● Arbok.....POK U 3.00	○ Horsea.....POK C .50
● Articuno.....POK R 16.00	○ Hypno.....POK R 9.00
● Clayster.....POK U 3.00	○ Kabuto.....POK C .50
● Coalbat.....POK U 3.00	○ Kabutops.....POK R 12.00
○ Ditto.....POK R 16.00	○ Kango.....POK U 4.00
○ Dragonite.....POK R 25.00	○ Kingler.....POK U 3.00
○ Ekans.....POK C .50	○ Krabby.....POK C .50
○ Energy Transmission.....TRA C .50	○ Lapras.....POK R 13.00
○ Fossil of Something.....TRA C .50	○ Magmar.....POK U 4.00
○ Gambler.....TRA C .50	○ Magnetron.....POK R 10.00
○ Gastly.....POK U 3.00	○ Mew.....POK R 39.00
○ Gengar.....POK R 14.00	○ Moltres.....POK R 16.00
○ Geodude.....POK C .50	○ Muk.....POK R 11.00
○ Golduck.....POK U 4.00	○ Old Man Fuji.....TRA U 3.00
○ Golem.....POK U 5.00	○ Omanyte.....POK C .50
○ Graveler.....POK U 4.00	○ Psyduck.....POK C .50
○ Grimer.....POK C .50	○ Raichu.....POK R 14.00
○ Haunter.....POK R 8.00	○ Recycle.....TRA C .50
○ Hitmonlee.....POK R 15.00	○ Sandslash.....POK U 5.00
○ Horsea.....POK C .50	○ Seadra.....POK U 3.00
○ Hypno.....POK R 9.00	○ Shellder.....POK C .50
○ Kabuto.....POK C .50	○ Slowbro.....POK U 3.00
○ Kabutops.....POK R 12.00	○ Slowpoke.....POK C .50
○ Kango.....POK U 4.00	○ Tentacool.....POK C .50
○ Kingler.....POK U 3.00	○ Tentacool.....POK U 3.00
○ Krabby.....POK C .50	○ Weezing.....POK U 4.00
○ Lapras.....POK R 13.00	○ Zapdos.....POK R 16.00
○ Magmar.....POK U 4.00	○ Zubat.....POK C .50
○ Magnetron.....POK R 10.00	
○ Mew.....POK R 39.00	
○ Moltres.....POK R 16.00	
○ Muk.....POK R 11.00	
○ Old Man Fuji.....TRA U 3.00	
○ Omanyte.....POK C .50	
○ Psyduck.....POK C .50	
○ Raichu.....POK R 14.00	
○ Recycle.....TRA C .50	
○ Sandslash.....POK U 5.00	
○ Seadra.....POK U 3.00	
○ Shellder.....POK C .50	
○ Slowbro.....POK U 3.00	
○ Slowpoke.....POK C .50	
○ Tentacool.....POK C .50	
○ Tentacool.....POK U 3.00	
○ Weezing.....POK U 4.00	
○ Zapdos.....POK R 16.00	
○ Zubat.....POK C .50	

ROCKET GANG EXPANSION (JAPANESE)

Full Set (65 cards).....*
Booster Pack (11 cards).....7.00

● Abra.....POK C .50	○ "Evil" Machop.....POK R 16.00
● Charmander.....POK C .50	
● Diglett.....POK C .50	
○ Dratini.....POK C .50	
○ Drowzee.....POK C .50	
○ Eevee.....POK C .50	
○ Ekans.....POK C .50	
○ Fake Okido's Revenge.....TRA U 3.00	
○ "Evil" Alakazam.....POK R 14.00	
○ "Evil" Arbok.....POK R 12.00	
○ "Evil" Blastoise.....POK R 18.00	
○ "Evil" Charizard.....POK R 25.00	
○ "Evil" Charmeleon.....POK U 4.00	
○ "Evil" Coalbat.....POK R 7.00	
○ "Evil" Dragonair.....POK U 12.00	
○ "Evil" Dragonite.....POK R 25.00	
○ "Evil" Dugtrio.....POK R 13.00	
○ "Evil" Electrode.....POK U 3.00	
○ "Evil" Flareon.....POK U 5.00	
○ "Evil" Gengar.....POK U 4.00	
○ "Evil" Golduck.....POK U 4.00	
○ "Evil" Gyarados.....POK R 13.00	
○ "Evil" Hypno.....POK R 9.00	
○ "Evil" Jolteon.....POK U 5.00	
○ "Evil" Kadabra.....POK U 5.00	
○ "Evil" Machop.....POK R 16.00	

POKÉMON DATA

● WATER	● LIGHTNING	● GRASS	● FIRE	● FIGHTING	● PSYCHIC	○ COLORLESS
ENG Energy	POK Pokémon	TRA Trainer				

PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

● "Evil" Machoke	POK U	4.00
● "Evil" Magneton	POK R	12.00
● "Evil" Muk	POK U	4.00
● "Evil" Persian	POK C	5.00
● "Evil" Primeape	POK U	3.00
● "Evil" Rapidash	POK C	5.00
● "Evil" Raticate	POK C	5.00
● "Evil" Slowbro	POK R	13.00
● "Evil" Vaporeon	POK U	5.00
● "Evil" Vileplume	POK R	10.00
● "Evil" Wartortle	POK U	5.00
● "Evil" Weezing	POK R	8.00
● Fix Anything Energy	ENG C	5.00
● Grimer	POK C	5.00
● Heene's the Rocket Patrol!	TRA UR	80.00
● Koffing	POK C	5.00
● Machop	POK C	5.00
● Magikarp	POK C	5.00
● Magnemite	POK C	5.00
● Mankey	POK C	5.00
● Meowth	POK C	5.00
● Nighttime Garbage Collection	TRA C	5.00
● Oddish	POK C	5.00
● Ponyta	POK C	5.00
● Porngun	POK C	5.00
● Psyduck	POK C	5.00
● Rainbow Energy	ENG R	12.00
● Rattata	POK C	5.00
● Rocket Girl	TRA R	8.00
● Sleep! Sleep!	TRA C	5.00
● Slowpoke	POK C	5.00
● Spread the Stinky Gas	TRA C	5.00
● Squirrel	POK C	5.00
● The Battle Zone is Cratered!	TRA C	5.00
● The Boss' Way	TRA U	3.00
● Throwing Down the Gauntlet	TRA U	3.00
● The Challenge!	TRA U	3.00
● Voltorb	POK C	5.00
● Wound Healing Energy	ENG C	5.00
● Zubat	POK C	5.00

GYM LEADERS EXPANSION (JAPANESE)

Full Set (128 cards) 30.00
 Starter Deck (64 cards) 7.00
 Booster Pack (11 cards) 7.00

● Confusion Gym	TRA R	8.00
● Energy Circulation	TRA C	5.00
● Enka's	TRA R	8.00
● Enka's Belisprout	POK C	5.00
● Enka's Belisprout	POK F	8.00
● Enka's Belisprout	POK U	3.00
● Enka's Bulbasaur	POK U	4.00
● Enka's Clefable	POK R	12.00
● Enka's Clefable	POK F	5.00
● Enka's Clefairy	POK U	4.00
● Enka's Compassion	TRA R	7.00
● Enka's Dragonair	POK R	12.00
● Enka's Dratini	POK U	4.00
● Enka's Eregocute	POK F	5.00
● Enka's Eregocute	POK U	4.00
● Enka's Eregogutor	POK U	5.00
● Enka's Bloom	POK F	11.00
● Enka's Bloom	POK U	4.00
● Enka's Jigglypuff	POK C	5.00
● Enka's M's ds	TRA U	4.00
● Enka's Oddish (slight inhale)	POK C	5.00
● Enka's Oddish (weird power)	POK C	5.00
● Enka's Oddish	POK F	5.00
● Enka's Paras	POK C	5.00
● Enka's Perfume	TRA U	4.00
● Enka's Tangela	POK C	5.00
● Enka's Victreebel	POK R	8.00
● Enka's Vileplume	POK R	9.00
● Enka's Weepbell	POK F	5.00
● Enka's Weepbell	POK U	4.00
● Graceful Attack	TRA R	7.00
● Hanada City Gym	TRA U	4.00
● Kasum	POK R	6.00
● Kasumi's Battle	TRA C	5.00
● Kasumi's Cloyster	POK F	3.00
● Kasumi's Dewgong	POK U	5.00
● Kasumi's Golden	POK F	3.00
● Kasumi's Golduck	POK R	11.00
● Kasumi's Gyarados	POK R	17.00
● Kasumi's Horsea	POK C	5.00
● Kasumi's Horsea	POK F	5.00

● Kasumi's Magikarp	POK C	5.00
● Kasumi's Pleading	TRA R	7.00
● Kasumi's Poliwhg	POK C	5.00
● Kasumi's Poliwhg	POK F	5.00
● Kasumi's Poliwht	POK U	4.00
● Kasumi's Psyduck	POK C	5.00
● Kasumi's Psyduck	POK F	5.00
● Kasumi's Rage	TRA U	4.00
● Kasumi's Seadra	POK R	12.00
● Kasumi's Seaking	POK F	3.00
● Kasumi's Seel	POK C	5.00
● Kasumi's Seel	POK F	3.00
● Kasumi's Shellder	POK F	3.00
● Kasumi's Starmie	POK F	5.00
● Kasumi's Staryu	POK C	5.00
● Kasumi's Staryu	POK F	4.00
● Kasumi's Teardrop	TRA C	5.00
● Kasumi's Tentacool	POK F	4.00
● Kasumi's Tentacool	POK U	3.00
● Kasumi's Tentacool	POK R	12.00
● Kuchiba City Gym	TRA U	4.00
● Machisu	TRA R	8.00
● Machisu's Eevee	POK U	3.00
● Machisu's Electrabuzz	POK F	9.00
● Machisu's Electrabuzz	POK R	13.00
● Machisu's Electrode	POK F	12.00
● Machisu's Fearow	POK R	5.00
● Machisu's Jolteon	POK R	11.00
● Machisu's Magnemite	POK C	5.00
● Machisu's Magnemite	POK U	4.00
● Machisu's Magneton	POK R	12.00
● Machisu's Negotiations	TRA U	4.00
● Machisu's Pikachu	POK C	5.00
● Machisu's Pikachu	POK F	3.00
● Machisu's Raichu	POK F	15.00
● Machisu's Raticate	POK F	3.00
● Machisu's Raticate	POK U	3.00
● Machisu's Rattata	POK C	5.00
● Machisu's Rattata	POK C	5.00
● Machisu's Secret Plot	TRA R	7.00
● Machisu's Spearow	POK C	5.00
● Machisu's Spearow	POK F	5.00
● Machisu's Voltorb	POK C	5.00
● Machisu's Voltorb	POK F	5.00
● Make You Remember	TRA U	4.00
● Manners	TRA U	4.00
● Nibi City Gym	TRA U	4.00
● Resistance-Lowering Gym	TRA R	7.00
● Rocket Gang's Hitmonchan	POK R	13.00
● Rocket Gang's Moltres	POK R	15.00
● Rocket Gang's Swoyer	POK R	14.00
● Rocket Gang's Training Gym	TRA R	7.00
● Rocket Gang's Trap	TRA R	7.00
● Spy Attack	TRA U	4.00
● Takeshi	TRA R	8.00
● Takeshi's Diglett	POK C	5.00
● Takeshi's Geodude (Call For Help)	POK C	5.00
● Takeshi's Geodude (Throw Stones)	POK C	5.00
● Takeshi's Geodude	POK F	3.00
● Takeshi's Golbat	POK U	3.00
● Takeshi's Golem	POK R	8.00
● Takeshi's Graveler	POK F	4.00
● Takeshi's Graveler	POK U	4.00
● Takeshi's Lickitung	POK U	3.00
● Takeshi's Mankey	POK C	5.00
● Takeshi's Mankey	POK F	5.00
● Takeshi's Method of Raising	TRA U	4.00
● Takeshi's Ninetails	POK R	14.00
● Takeshi's Onix	POK C	5.00
● Takeshi's Onix	POK F	7.00
● Takeshi's Pnmeape	POK U	4.00
● Takeshi's Protection	TRA R	7.00
● Takeshi's Rhydon	POK R	8.00
● Takeshi's Rhyhorn	POK C	5.00
● Takeshi's Rhyhorn	POK F	5.00
● Takeshi's Sandshrew	POK C	5.00
● Takeshi's Sandshrew	POK F	5.00
● Takeshi's Sandstach	POK F	4.00
● Takeshi's Sandstach	POK U	4.00
● Takeshi's Sandstach	POK C	5.00
● Takeshi's Vulpix	POK U	3.00
● Takeshi's Vulpix	POK U	3.00
● Takeshi's Zubat (Hit With Wings)	POK F	3.00
● Takeshi's Zubat (Telling)	POK F	3.00
● Tamarucha City Gym	TRA U	4.00
● Tiny Gym	TRA C	5.00
● Unremovable Gym	TRA R	7.00

PROMO CARDS (JAPANESE)

Electrabuzz	POK Pr	25.00
Flying Pikachu	POK Pr	25.00
Jigglypuff	POK Pr	25.00

Cards are white-bordered.

● Albert Einstein	PER R	4.00
● Aldar Jarok	PER R	3.50
● Alien Groupie	INT R	3.00
● Alyanna Nechayev	PER R	4.00
● Ancient Computer	DIL R	3.00



DOUBLE TAKES

DARTH TIMES
 When Darth Maul revealed himself to the Jedi, he revealed almost all of the Sith—Darth Sidious is the only other one. After infighting helped destroy all but one of the Sith lords over 1,000 years ago, the lone survivor ensured there would be no more infighting by limiting the total number of Sith at any one time to two—a master and an apprentice.

● Mew	POK Pr	25.00
● Mewtwo	POK Pr	25.00
● Mewtwo (alt. art)	POK Pr	25.00
● Pikachu	POK Pr	25.00
● Pikachu, Jigglypuff and Clefairy	POK Pr	25.00
● Slowpoke	POK Pr	25.00
● Super Energy Pickup	TRA Pr	25.00
● Surfing Pikachu	POK Pr	25.00
● Zapdos, Moltres and Articuno	POK Pr	25.00

● Anti-Time Anomaly	EVE R	4.00
● Armus-Skin of Evil	DIL R	5.00
● Avert Disaster	MIS R	3.00
● B'Etor	PER R	7.00
● Barclay's Protoplasmic Disease	DIL R	4.00
● Betazed Gift Box	ART R	6.00
● Beverly Crusher	PER R	12.00
● Borg Ship	DIL R	10.00
● Bynars Weapon Enhancement	EVE R	4.50
● Cross	INT R	6.00
● Crystalline Entity	DIL R	5.00
● Cultural Observation	MIS R	3.00
● Cythenans	DIL R	3.00
● Deanna Troi	PER R	11.00
● Devil The	INT R	4.00
● Devoras	STA R	5.00
● Dr. La Forge	PER R	5.00
● Dr. Leah Brahms	PER R	4.00
● Duras	PER R	5.00
● Evaluate Terraforming	MIS R	2.50
● Explore Black Cluster	MIS R	2.00
● Explore Dyson Sphere	MIS R	2.00
● Explore Typhoe Expanse	MIS R	2.00
● Extraction	MIS R	2.00
● Geordi La Forge	PER R	15.00
● Goddess of Empathy	EVE R	5.00
● Gowron	PER R	9.00
● Haakona	STA R	5.00
● Honor Challenge	INT R	4.00
● Horgahn	ART R	7.00
● Hugh	INT R	5.00
● Hunt for DNA Program	MIS R	2.00
● I.K.C. Bortas	STA R	7.00
● I.K.C. Buruk	STA R	5.00
● I.K.C. Hegh'la	STA R	5.00
● I.K.C. Pagh	STA R	6.00
● I.K.C. Qu'Vat	STA R	5.00
● Iconia Investigation	MIS R	2.00
● Interphase Generator	ART R	5.50
● Investigate Alien Probe	MIS R	2.00

● Investigate Disappearance	MIS R	2.00
● Investigate Disturbance	MIS R	2.00
● Investigate Massacre	MIS R	2.00
● Investigate Raid	MIS R	2.00
● Investigate Rogue Comet	MIS R	2.00
● Investigate "Shattered Space"	MIS R	2.00

● Investigate Sighting	MIS R	2.00
● Investigate Time Continuum	MIS R	2.00
● Jaglon Shrek-Info Broker	PER R	28.00
● Jean-Luc Picard	PER R	4.00
● Kahless	PER R	4.00
● Kargan	PER R	4.00
● K'Ehleyr	PER R	4.00
● Kevin Uxbridge	INT U	1.00
● Khazara	STA R	4.00
● Khitomer Research	MIS R	2.00
● Kivas Fajo-Collector	EVE U	0.50
● Klingon Death Yell	INT R	3.00
● Ktarian Game	DIL R	3.00
● Kurak	PER R	5.00
● Kurian Naikos	ART R	5.00
● Kum	PER R	5.00
● Leah Brahms	PER R	4.00
● Lore Returns	EVE R	5.00
● Lore's Fingernail	EVE R	5.00
● Lursa	PER R	5.00
● Lwaxanna Troi	PER R	7.00
● Medical Relief	MIS R	2.00
● Mendak	PER R	3.50
● Morgan Bateson	PER R	3.00
● Nagilum	DIL R	4.00
● Neela Daren	PER R	4.00
● New Contact	MIS R	2.00
● Pegasus Search	MIS R	2.00
● Pi	STA R	4.00
● Q	DIL R	9.00
● Reginald Barclay	PER R	5.00
● Richard Galen	PER R	4.00
● Ro Laren	PER R	5.50
● Roga Danar	PER R	6.00
● Sarek	PER R	5.00
● Sarjenka	DIL R	3.00
● Sarthog Plunder	MIS R	2.00
● Satelk	PER R	4.00
● Seek Life-form	MIS R	3.00
● Sela	PER R	5.00
● Shelby	PER R	4.00
● Sir Isaac Newton	PER R	4.00
● Study "Hole in Space"	MIS R	2.00
● Study Lonka Pulsar	MIS R	2.00
● Study Nebula	MIS R	2.00
● Supremova	EVE R	5.00
● Survey Mission	MIS R	2.00
● Tam Elbrun	PER R	5.00
● Tasha Yar	PER R	10.00
● Temporal Causality Loop	DIL R	4.00
● Thomas Riker	PER R	11.00
● Thought Maker	ART R	7.00
● Time Travel Pod	ART R	6.00
● Tomalak	PER R	3.50
● Toreth	PER R	5.00
● Tox Ubat	ART R	6.50
● Tsoikovskiy Infection	DIL R	3.00
● U.S.S. Brittain	STA R	6.00
● U.S.S. Enterprise	STA R	25.00
● U.S.S. Hood	STA R	6.00
● U.S.S. Phoenix	STA R	6.00
● U.S.S. Yamato	STA R	6.50
● Varon-T Disruption	ART R	6.00
● Vash	PER R	4.00
● Vulcan Stone of Gol	ART R	5.50
● Warp Core Breach	EVE R	4.00
● Wesley Crusher	PER R	11.00
● William T. Riker	PER R	20.00
● Wind Dancer	DIL R	3.00
● Worf	PER R	2.00
● Wormhole Negotiations	MIS R	2.00

STAR TREK CUSTOMIZABLE CARD GAME: LIMITED DECIPHER-1995

Full Set (363 cards)	700.00
Starter Deck (60 cards)	13.00
Starter Box (12 decks)	135.00
Booster Pack (15 cards)	8.00
Booster Box (36 packs)	175.00

Cards are black-bordered.
 Single cards are worth 125% to 150% of unlimited equivalents.

STAR TREK DATA C=COMMON U=UNCOMMON R=RARE

● BAJOR.	○ BORG	● CARD.	● FEDER.	● KLING.	● NON-A.	● OTHER	● ROMUL.
ART Artifact	EQU Equipment	INT Interrupt	OBJ Objective	SIT Site			
DIL Dilemma	EVE Event	LOC Location	OUT Outpost	STA Starship			
DOR Doorway	HQU Headquarters	MIS Mission	PER Personnel	STT Station			

PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

INQUEST gamer Price Guide

ALTERNATE UNIVERSE EXPANSION DECIPHER-1995

Full Set (122 cards, not including "Future Enterprise")125.00
Booster Pack (15 cards)3.00
Booster Box (36 packs)80.00
Commons10
Common Personnel25
Uncommons75
Unlisted Rares3.50

Berlingoff Rasmussen	PER R	4.00
Beverly Picard	PER R	7.00
Brute Force	MIS R	3.00
Commander Tomalak	PER R	4.50
Cryosatellite	ART R	4.00
Data's Head	ART R	6.00
Devidian Doorway	DOR R	5.00
FBC-47 Research	MIS R	3.00
Future Enterprise	STA UR	70.00
Gornbuu	STA R	4.00
Governor Worff	PER R	10.00
Ian Andrew Trill	PER R	4.00
Iconian Gateway	ART R	4.50
Major Rakal	PER R	4.00
Ophidian Cane	ART R	4.00
Reunion	MIS R	3.00
Samuel Clemens' Pocketwatch	ART R	4.00
Tasha Yar-Alternate	PER R	8.00
U.S.S. Enterprise-C	STA R	15.00

Q CONTINUUM EXPANSION DECIPHER-1996

Full Set (121 cards)120.00
Booster Pack (15 cards)3.00
Booster Box (36 packs)85.00
Commons15
Uncommons75
Unlisted Rares4.50

Arbiter of Succession	INT R	4.50
Blade of Tken	ART R	7.00
Canar	ART R	6.00
Data's Body	PER R	3.00
Galen	PER R	8.00
I.K.C. Mabi-Tai	STA R	5.00
Juliana Tainer	PER R	6.00
Katherine Pulaski	PER R	6.00
Klingon Civil War	EVE R	6.00
Lal	PER R	6.50
Madam Guinan	PER R	8.00
Manheim's Dimensional Door	DOR R	5.00
Mona Lisa	ART R	5.00
Mortal Q	PER R	6.00
Mr. Horn	PER R	5.50
Nick Locarno	PER R	5.00
Shellek, The	DIL R	5.00
Terix	STA R	5.00
USS Stargazer	STA R	8.00
Yuta	DIL R	5.00

FIRST CONTACT EXPANSION DECIPHER-1997

Full Set (130 cards)150.00
Booster Pack (9 cards)2.50
Booster Box (30 packs)65.00
Commons15
Uncommons75

Abandon Mission	EVE R	3.00
Admiral Hayes	PER R	3.50
Alas, Poor Queen	INT R	2.50
Alyssa Ogawa	PER R	3.00
Android Headlock	INT R	3.00
Antique Machine Gun	ART R	4.00
Assimilate Homeworld	OBJ R	3.00
Assimilate This!	INT R	4.00
Beverly Crusher	PER R	8.50
Borg Kiss	INT R	4.00

Borg Neuroprocessor	INT R	3.00
Borg Queen	PER R	13.50
Build Interlocking Beacon	OBJ R	3.50
Data	PER R	10.00
Deanna Troi	PER R	8.00
Espionage Mission	MIS R	3.50
Geordi La Forge	PER R	10.00
Jean-Luc Picard	PER R	15.00
Lily Sloane	PER R	4.00
Magic Carpet Ride OOD	ART R	4.00
Montanna Missile Complex	LOC R	3.50
My First Raygun	DIL R	4.00
Neural Implants	EVE R	3.50
Ooby Dooby	DIL R	3.00
Paul Porter	PER R	4.00
Phoenix	STA R	5.00
Primitive Culture	DIL R	3.00
Queen's Borg Cube	STA R	8.00
Queen's Borg Sphere	STA R	7.00
Regenerate	EVE R	4.00
Reginald Barclay	PER R	4.00
Retask	EVE R	4.00
Salvage Starship	OBJ R	3.75
Scout Encounter	DIL R	4.50
Shipwreck	INT R	3.50
Solkar	PER R	4.00
Stop First Contact	OBJ R	3.50
Strict Dress Code	DIL R	3.00
Temporal Wake	INT R	3.00
Theta-Radiation Poisoning	DIL R	4.00
Three-Dimensional Thinking	INT R	3.00
USS Enterprise-E	STA R	16.00
Undetected Beam-In	DIL R	4.00
Visit Cochran Memorial	OBJ R	3.50
Wall of Ships	EVE R	4.00
Weak Spot	INT R	3.50
William T. Riker	PER R	12.50
Worf	PER R	10.00
Zefram Cochrane	PER R	7.00
Zefram Cochrane's Telescope	ART R	3.50

THE FAJO COLLECTION DECIPHER-1998

Full Set (18 cards)120.00

Black Hole	DOR R	10.00
Dixon Hill's Business Card	INT/EVR	8.00
DNA Metamorphosis	DIL R	7.50
Dr. Soong	PER R	12.00
Guinan	PER R	15.00
I.K.C. Chang	STA R	8.00
Kivas Fajo	PER R	10.00
Locutus of Borg	PER R	28.00
Lore	PER R	20.00
Miles O'Brien	PER R	10.00
1962 Maris Baseball Card	ART R	8.00
Persistence of Memory	ART R	8.00
Picard's Artificial Heart	ART R	8.00
Qapple!	INT R	7.00
Sisters of Duras	PER R	12.00
Spot	PER R	8.00
Taliera	PER R	7.50
U.S.S. Pasteur	STA R	10.00

DEEP SPACE NINE EXPANSION DECIPHER-1998

Full Set (276 cards, not including "Defiant")185.00
Booster Pack (9 cards)2.50
Booster Box (36 packs)60.00
 Starter Deck (60 cards)9.75
 Starter Box80.00
 Commons15
 Uncommons1.00

Pr priority denotes promo.		
Aamin Marritza	PER R	4.50
Access Relay Station	MIS R	3.00
Aid Fugitives	MIS R	3.00
Airlock	DOR R	4.50
Aldara	STA R	5.50
Alien Gambling Device	ART R	4.00
Altarian Brain Teaser	DIL U	1.00
Attovar	PER R	4.00
Automated Security System	EVE R	3.50

Bajoran Civil War	EVE R	3.50
Barell Antos	PER R	5.00
Baseball	INT R	4.50
Benjamin Sisko	PER R	20.00
Bo'ak	PER R	4.00
Boheeka	PER R	4.50
Borad	PER R	4.50
Camping Trip	MIS R	3.00
Central Command	HOU R	5.00
Cha'Joh	STA R	4.50
Chamber of Ministers	HOU R	4.00
Changeling Research	MIS R	2.50
Colonel Day	PER R	4.50
Cure Blight	MIS R	3.00
Danar	PER R	4.50
Deep Space Nine/Terok Nor	STT R	20.00

Defiant Dedication Plaque	EVE R	4.00
D'Ghor	PER R	4.50
DNA Clues	DIL R	3.00

Karina	PER R	4.50
Kira Nerys	PER R	13.00
Korinas	PER R	4.50
Kovat	PER R	4.50
Lenaris Holm	PER R	4.50
Li Nalas	PER R	4.50
Makbar	PER R	5.00
Martus Mazur	PER R	4.50
Mora Pai	PER R	4.00
Morka	PER R	4.00
Mysterious Orb	ART R	5.00
Natima Lang	PER R	4.50
Neela	PER R	4.50
No Loose Ends	DIL R	3.50
Odo	PER R	15.50
Orb Fragment	ART R	4.50
Paltra	PER R	4.50
Plain, Simple Garak	PER R	8.00
Plans of the Obsidian Order	OBJ R	3.50
Plans of the Tal Shiar	OBJ R	3.50

Tora Zyal	PER R	5.00
Toran	PER R	4.50
Trauma	DIL R	3.50
Turrel	PER R	4.50
U.S.S. Defiant	STA UR	70.00
U.S.S. Yangtze Kiang	STA R	8.00
Vakis	PER R	5.00
Vedek Winn	PER R	6.00
Wormhole Navigation Schematic	INT U	1.00
Yeto	PER R	4.50
Zef'No	PER R	4.00

THE DOMINION EXPANSION DECIPHER-1999

Full Set (130 cards, not counting promos)125.00
Booster Pack (9 cards)2.50
Booster Box (36 packs)70.00
Commons25.00

Pr priority denotes promo.		
10 and 01	PER R	4.50
Admiral Leyton	PER R	4.50
Admiral Riker	PER Pr	40.00
Amat'igen	PER R	4.50
Anyra	PER U	.75
Arak'Taral	PER U	.75
Archanis Dispute	MIS U	.75
Atul	PER U	.75
Berserk Changeling	DIL U	.75
Betazed Invasion	MIS R	3.50
Blowweapon Ruse	MIS U	.75
Borath	PER R	5.00
Captain Kirk	PER Pr	50.00
Cn'Pok	PER R	5.00
Cn'ul: Pick One to Save Two	DIL U	.75
Chula: The Chandra	DIL R	3.00
Crew Reassignment	EVE U	.75
Croden's Key	ART R	3.50
D'deridex Advanced	STA R	5.00
Damar	PER R	6.50
Daro	PER U	.75
Dejar	PER U	.75
Empok Nor	FAC R	7.50
Engage Cloak	OBJ U	.75
Establish Dominion Forthold	OBJ U	.75
Fair Play	EVE U	.75
Flight of the Intruder	INT U	.75
Founder	PER U	.75
Founder Leader	PER R	6.50
Founder Secret	DIL R	3.50
Garak'Agar	PER R	5.00
Goran'Agar	PER R	5.00
I.K.C. Rotarran	STA R	5.00
Install Autonomic Systems Parasite	OBJ U	.75
Intelligence Operation	MIS U	.75
Investigate Coup	MIS U	.75
Issue Secret Orders	OBJ R	3.00
Jaresh-Inyo	PER R	4.00
Jem'Hadar Disruptor Rifle	EQU U	.75
Jem'Hadar Warship	STA U	.75
Kai Winn	PER R	5.50
Keegan	PER R	4.00
Keldon Advanced	STA R	6.50
Keogh	PER R	4.00
Kilana	PER R	4.00
Kira Founder	PER R	5.00
Leyton Founder	PER R	5.50
Lovok	PER R	4.00
Lovok Founder	PER R	6.00
Macet	PER U	.75
Martok	PER R	4.50
Martok Founder	PER R	5.00
Mesa'Clan	PER U	.75
Mission Eddington	PER R	6.00
Mining Survey	MIS U	.75
Mission Fatigue	DIL U	.75
O'Brien Founder	PER R	5.00
Office of the President	FAC R	3.00
Office of the Procurator	FAC R	3.00
Omet'ikan	PER R	3.50
Operate Wormhole Relays	OBJ U	.75
Orb of Prophecy and Change	ART R	3.50
Orta	PER U	.75
Post Garrison	OBJ U	.75
Protect Shipment	MIS U	.75
Quest for the Sword	MIS U	.75
Remata'Klan	PER R	4.00
Rescue Founder	MIS U	.75
Salla	PER R	4.50



DOUBLE TAKES

CARDS THAT SUCK, PART I

Be thankful newer sets have gone through a lot of playtesting. Some older cards just plain sucked. Consider *Legends' Shelkin Brownie*, a two-mana 1/1 which could remove hands with other—yikes!—from a creature until the end of a turn. Or how about *Ghosts of the Damned*, a 0/2 for 3 mana which could—gasp!—give a creature -1/-0 until the end of a turn.

Dukat	PER R	12.50
Duranja	EVE R	5.00
Elm Garak	PER R	7.00
Enabran Tain	PER R	6.00
Entek	PER R	4.50
Establish Tractor Lock	OBJ R	3.50
Garak Has Some Issues	DIL R	3.50
Garak's Tailor Shop	SIT R	3.50
General Krim	PER R	4.50
Gilora Rejal	PER R	4.00
Going To The Top	INT R	4.00
Griika	PER R	4.50
Groumall	STA R	5.00
Harvester Virus	DIL R	3.50
HQ: Return Orb to Bajor	OBJ R	3.50
I.K.C. Toi'Khait	STA R	5.00
Investigate Rumors	MIS R	3.00
Jadzja Dax	PER R	15.00
Jake and Nog	PER R	8.50
Jaro Essa	PER R	4.50
Julian Bashir	PER R	15.00
Kai Opaka	PER R	7.00

Prakesh	SIT R	5.50
Proteumiverse	INT R	3.00
"Pup"	DIL R	3.50
Razka Kam	PER R	4.00
Recruit Mercenaries	EVE R	4.00
Rescue Personnel	OBJ R	3.00
Retaya	PER R	4.50
Ruwan	PER R	4.00
Sakonna	PER R	4.00
Saltah'na Clock	ART R	4.50
Secret Compartment	DOR R	3.50
Seismic Quake	DIL R	3.00
Selveth	PER R	4.50
Shakaar Edon	PER R	5.50
Sorus	PER R	4.50
Summak Ren	PER R	4.50
Symbiant Diagnosis	MIS R	3.50
System 5 Disruptors	EVE R	5.00
Tahna Lo	PER R	4.50
Tekeny Ghemor	PER R	4.50
The Three Vipers	DIL R	3.50
The Walls Have Ears	INT R	3.50

STAR WARS DATA C=COMMON U=UNCOMMON R=RARE

● DARK SIDE ○ LIGHT SIDE

AL Alien	DRO Droid	LIN Lost Interrupt	REB Rebel	UIN Used Interrupt
CRE Creature	EFF Effect	LOC Location	STA Starship	VEH Vehicle
DEV Device	IMP Imperial	OBJ Objective	UEF Utinni Effect	WEA Weapon

PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

● Security Briefing	MIS	U	75
● Senator Vreenak	PER	R	45.00
● Seven Of Nine	PER	Pr	75
● Shape-Shift	INT	U	75
● Siskin 197 Subroutine	PER	U	75
● Sisko Print	EVE	U	75
● Sleeper Trap	DIL	R	35.00
● Soto	PER	U	75
● T'Pol	PER	U	75
● Tactical Console	EVE	U	75
● Talak'talan	PER	Pr	40.00
● The Earning of Li Nalas	ART	R	35.00
● The Great Hall	FAC	R	35.00
● The Great Link	FAC	R	35.00
● Toman'torax	PER	R	45.00
● Trager	STA	R	50.00
● U.S.S. Defiant	STA	R	120.00
● U.S.S. Odyssey	STA	R	75
● U.S.S. Rio Grande	STA	R	50.00
● Uncover DNA Clues	MIS	U	75
● Weyoun	PER	R	55.00
● Wolf Son of Mogh	PER	Pr	40.00
● Yelgren	PER	R	45.00
● You Dirty Rat	INT	U	75
● Zayra	PER	R	35.00



STAR WARS LIMITED EDITION DECIPHER-1995

Full Set (324 cards)	360.00
Starter Deck (60 cards)	11.00
Starter Deck Box (10 decks)	110.00
Booster Pack (15 cards)	4.50
Booster Box (36 packs)	150.00
Commons	10
Unlisted Uncommons	50

Cards are black-bordered.

● A Disturbance in the Force	EFF	U	1.00
● Admiral Motti	IMP	R	4.00
● Affect Mind	EFF	R	5.00
● Alderaan	LOC	R	4.50
● Alderaan	LOC	U	1.00
● Alter	UIN	U	1.00
● Assault Rifle	WEA	R	2.50
● A Tremor in the Force	EFF	U	1.00
● Bantha	VEH	U	75
● Beggar	EFF	R	4.50
● Beru Stew	LIN	U	75
● Biggs Darklighter	CHR	R	5.00
● Black 2	STA	R	8.00
● Black 3	STA	U	1.00
● Blast Door Controls	EFF	U	75
● Blaster Rack	EFF	U	1.00
● Blaster Scope	DEV	U	75
● Boosted TIE Blaster Cannon	WEA	U	1.00
● Boring Conversation Anyway	UIN	R	5.50
● Boshek	AL	U	1.00
● C-3PO	DRO	R	18.00
● C-3PO	DEV	U	75
● C-3PO	IMP	R	4.50
● Charming to the Last	LIN	R	2.50
● Chief Bast	IMP	U	1.00
● Circle is Now Complete	LIN	U	5.00
● Colonel Wulff Yularen	IMP	R	1.00
● Commander Praji	UIN	U	75
● Corellian Corvette	STA	U	1.00
● Crash Site Memorial	EFF	U	75
● Dantooine	UIN	U	1.00
● Dark Collaboration	LIN	R	4.50
● Dark Hours	EFF	U	75
● Dark Jedi Lightsaber	WEA	U	1.00
● Dark Jedi Presence	LIN	R	6.00
● Darth Vader	IMP	R	50.00
● Dathcha	AL	U	1.00
● Death Star: Lvl 4 Mil.Corr.	LOC	U	1.00
● Death Star Plans	UIN	R	5.00
● Death Star Sentry	EFF	U	1.00
● Death Star: Detention Block Ctrl.	LOC	U	75
● Death Star: Trash Comp.	LOC	U	1.00
● Death Star: War Room	LOC	U	1.00
● Demotion	EFF	R	2.50
● Devastator	STA	R	3.00
● Dice Iboagon	AL	R	3.00
● Disarmed	EFF	R	5.00
● Disarmed	EFF	R	5.00
● Djas Puhr	CHA	R	2.50
● Don't Get Cocky	LIN	R	5.00
● Dr. Evazan	CHA	R	3.00

● DS-61-2	CIN	U	1.00
● DS-61-3	CIN	R	8.50
● Dutch	REB	R	7.50
● EG-6	DRO	U	75
● Elis Helrot	UIN	U	75
● Emergency Deployment	UIN	U	1.00
● Empire's Back, The	LIN	U	1.00
● Escape Pod	UIN	U	75
● Evacuate?	UIN	U	75
● Expand the Empire	EFF	R	5.00
● Eyes in the Dark	EFF	U	1.00
● Fear Will Keep Them In Line	EFF	R	3.00

● Felipem Trevagga	AL	U	1.00
● Figrin D'an	AL	U	75
● 50B-RA-7	DRO	R	4.50
● Force is Strong With This One	LIN	R	3.00

● Full Scale Alert	LIN	U	75
● Full Throttle	LIN	U	3.00
● Garindan	AL	R	3.00
● General Dodonna	REB	U	1.00
● General Tagge	IMP	R	5.00
● Gift of the Mentor	LIN	U	5.00
● Gold 1	STA	R	4.00
● Gold 5	STA	R	4.00
● Grand Moff Tarkin	IMP	R	18.00
● Gravel Storm	LIN	U	75
● Han's Heavy Blaster Pistol	WEA	R	4.00
● Han Seeker	WEA	R	2.50
● Han Solo	REB	R	35.00
● Help Me Obi-Wan Kenobi	UIN	U	5.00
● How Did We Get Into This	UIN	U	75
● Hydroponics Station	DEV	U	75
● I Find You...Disturbing	EFF	R	4.50
● I Have You Now	LIN	R	3.50
● I've Lost Arttoo!	EFF	U	1.00
● Imperial Class Star Destroyer	STA	U	3.00

● Into...Chute, Flyboy	UIN	R	3.00
● Ion Cannon	SWE	U	1.00
● Jawa Pack	EFF	U	1.00
● Jawa Sista	EFF	U	1.00
● Jedi Lightsaber	WEA	U	1.50
● Jedi Presence	LIN	R	5.00
● Jek Porkins	REB	U	1.00
● Juri Juice	UEF	R	2.50
● Kabe	AL	U	1.00
● Kal'Fahni Cndros	AL	R	4.50
● Kessel	LOC	U	2.00
● Kessel	LOC	U	2.00
● Kessel Run	UEF	R	3.00
● Kitik Keed'kak	AL	R	5.00
● Klor'slug	EFF	R	5.50
● Krayt Dragon Howl	LIN	R	5.50
● Labria	AL	R	3.00
● Laser Projector	WEA	U	75
● Lateral Damage	UEF	R	3.00
● Leesob Sirlin	AL	R	2.50
● Leia Organa	REB	R	30.00
● Leia's Sporting Blaster	WEA	U	1.50
● Lieutenant Tanbris	IMP	U	75
● Light Repeating Blaster Rifle	WEA	R	5.00

● Lightsaber Proficiency	EFF	R	5.50
● Local Trouble	LIN	R	5.00
● Lone Pilot	LIN	R	2.50
● Lone Warrior	LIN	R	2.50
● Look Sir, Droids	LIN	R	4.50
● LUKE! LUKE!	UEF	U	1.00
● Luke Seeker	WEA	R	2.50
● Luke Skywalker	REB	R	35.00
● Luke's X-34 Landspeeder	VEH	U	1.00
● Mantellian Savrip	EFF	R	3.00
● Millennium Falcon	STA	R	26.00
● Molator	EFF	U	5.00
● Moment of Triumph	LIN	R	2.50
● Move Along	LIN	R	4.50
● Myo	AL	R	3.00
● Navar Yalnai	LIN	R	4.50
● Nightfall	EFF	U	1.00
● Noble Sacrifice	LIN	R	2.50
● Obi-Wan Kenobi	REB	R	34.00
● Obi-Wan's Cape	EFF	R	6.00
● Obi-Wan's Lightsaber	WEA	R	9.00
● Observation Holocam	DEV	U	75
● On the Edge	LIN	R	3.00
● Organa's Cer. Necklace	UEF	R	5.00
● Our Most Desperate Hour	UEF	R	5.00
● Out of Nowhere	UIN	U	75
● Owen Lars	REB	U	75
● Panic	UIN	U	1.00
● Physical Choke	LIN	R	5.00
● Ponda Baba	AL	U	1.00
● Pops	REB	U	1.00
● Presence of the Force	EFF	R	6.00
● Prophets	AL	U	75
● Quad Laser Cannon	STA	U	1.00
● Reactor Terminal	EFF	U	75
● Rebel Planners	EFF	R	3.50
● Red Leader	REB	R	8.00
● Red 1	STA	U	1.50
● Red 3	STA	R	3.00

● Restricted Deployment	EFF	U	75
● Return of a Jedi	LIN	U	75
● Revolution	EFF	R	7.00
● Rycar Ryjerd	UIN	U	1.00
● Sandcrawler	VEH	R	1.50
● Sandcrawler	VEH	R	1.50
● Send a Detachment Down	VEF	R	3.00
● Sense	UIN	U	1.00
● Sense	UIN	U	1.00
● Sensewalkers	LIN	R	5.00
● Solo Han	LIN	R	2.50
● Spaceport Speeders	UIN	U	75
● Special Modifications	EFF	U	1.00
● Sunsdow	EFF	U	1.00
● Tactical Re-Call	UEF	R	3.00
● Tagge Seeker	WEA	R	2.50
● Targeting Computer	DEV	U	1.00
● Tarkin Seeker	WEA	R	3.00
● Tatooine: Cantina	LOC	R	3.00
● Tatooine: Cantina	LOC	R	3.00
● Tatooine: Obi-Wan's Hut	LOC	R	3.00
● Thank the Maker	LIN	R	3.00
● This is All Your Fault	UIN	U	1.00
● Tonika Sisters	AL	R	6.00
● Trinto Duaba	LIN	U	1.00
● Turbolaser Battery	STA	R	3.00
● Tusken Breath Mask	UEF	U	1.00
● 2X-3KPR	DRO	U	1.00
● Utinnil	UIN	R	4.50
● Utinnil	UIN	R	4.50
● Vader's Custom TIE	STA	R	14.00
● Vader's Eye	LIN	R	7.00
● Vader's Lightsaber	WEA	R	12.00
● Warrior's Courage	LIN	U	3.00
● We're All Gonna...Thinner!	LIN	R	4.50
● WED-9-MT Bantha Droid	DRO	R	2.50
● WED15-1662 Treadwell Droid	DRO	R	2.50

STAR WARS UNLIMITED EDITION PARKER BROTHERS/DECIPHER-1996

Full Set (330 cards)	210.00
Starter Dual Deck (60 cards)	8.75
Starter Box (12 decks)	80.00
Booster Box (36 packs)	80.00
Booster Pack (15 cards)	2.50

Cards are white-bordered.
Single cards are worth 25% to 35% of limited equivalents.

A NEW HOPE EXPANSION DECIPHER-1996

DECIPHER-1996		
Full Set (162 cards)		200.00
Booster Pack (15 cards)		3.00
Booster Box (36 packs)		100.00
Commons		10
Uncommons		75
<hr/>		
● Attack Run	EEV R	4.50
● Besieged	EFF R	3.00
● Bowcaster	WEA R	4.00
● Brannac	AL R	10.00
● Cell 2187	UEF R	4.50
● Chewbacca	AL/REB R	19.00
● Clak'dor VII	LOC R	3.50
● Commence Primary Ignition	EEV R	5.50
● Commence Recharging	EFF R	3.50
● Conquest	STA R	13.00
● Corellia	LOC R	4.50
● Dantinn Jerriko	AL R	4.00
● Dark Waters	EFF R	3.00



DOUBLE TAKES

JUST SAY NO
Many players often joke that Magic cards have a certain addictive quality to them. Maybe there's more to it than they realize. Ice Age's Moor Fiend sounds suspiciously like "morphine," while the initials of Kjeldoran Elite Guard from the same set spell "keg." Then we get cards like Ashen Powder and "Krayt"ilin. Hmm. Then again, maybe we're just looking too hard.

● Wioslea	AL	U	1.00
● Wrong Turn	EFF	U	1.00
● Yavin 4: Massassi Throne Rm.	LOC	R	4.50
● Yavin 4: Massassi War Rm.	LOC	U	75
● Yavin Sentry	EFF	U	75
● Yerkia Mig	UEF	U	1.00
● Your Eyes Can Deceive You	EFF	U	1.00
● Your Powers...Old Man	LIN	R	5.00
● Death Star	LOC	R	14.00
● Death Star Tractor Beam	DEV	R	3.50
● Death Star: Trench	LOC	R	4.50
● Dejarik Hologame Board	LOC	R	5.00
● Dianoqa	CRE	R	3.50
● Double Agent	LIN	R	3.50
● DS-61-4	STA	R	4.50
● Greedo	AL	R	10.00
● Ham Dazon	AL	R	4.50
● Hunchback	AL	R	5.00

● Hype	DEV	R	5.00
● I'm On the Leader	LIN	R	4.50
● Imperial Holotable	LOC	R	4.50
● IT-0	LOC	R	5.00
● Kiffex	LOC	R	5.00
● Leia Seeker	WEA	R	3.50
● Let the Woolie Win	LIN	R	4.50
● Luke's Cape	EFF	R	5.00
● Magnetic Suction Tube	DEV	R	3.50
● Magnetic Suction Tube	DEV	R	3.50
● Maneuver Check	EFF	R	3.00
● Motti Seeker	WEA	R	3.50
● R2-92	DRO	R	15.00
● R3-16	STA	R	5.00
● Red 2	STA	R	6.50
● Red 5	STA	R	10.00
● Retract the Bridge	LIN	R	4.50
● Sandowr: Droid Junkheap	LOC	R	4.00
● Sandowr: Loading Bay	LOC	R	4.00
● Spice Mines of Kessel	WEA	R	5.50
● Supersaser	WEA	R	5.50
● SW-4 Ion Cannon	WEA	R	4.00
● Tattive IV	STA	R	12.00
● Tatooine: Bluffs	LOC	R	4.00
● They're on Dantooine	UEF	R	4.50
● Trooper Davin Feldt	IMP	R	4.00
● Trizvint	AL	R	3.00
● U-3PO	DRO	R	5.00
● Wedge Antilles	REB	R	16.00
● Wookiee Roar	LIN	R	5.00
● You're All Clear Kid!	LIN	R	5.00

REVISED A NEW HOPE EXPANSION DECIPHER-1998

Full Set (162 cards)	140.00
Booster Pack (8 cards)	2.50
Booster Box (36 packs)	75.00
Commons	10
Uncommons	75

Cards are white-bordered.
Rare cards are worth 60% value of black-bordered equivalents.

HOTH EXPANSION DECIPHER-1996

Full Set (162 cards)	180.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	100.00
Commons	10
Unlisted Uncommons	75

● Admiral Ozzel	IMP	R	7.00
● Anakin's Lightsaber	WEA	R	13.00
● Artillery Remote	DEV	R	3.00
● Bacta Tank	EFF	R	3.50
● Blizzard 1	VEH	R	10.00
● Blizzard 2	VEH	R	6.00
● Blizzard Scout 1	VEH	R	9.00
● Captain Piett	IMP	R	4.50
● Collapsing Corridor	LIN	R	3.00
● Cmdr. Luke Skywalker	REB	R	27.00
● Concussion Grenade	WEA	R	6.00
● Dark Ralter	REB	R	3.00
● Death Mark	UEF	R	4.00
● Debris Zone	UIN	R	3.00
● Disarming Creature	EFF	R	5.00
● Echo Base Operations	EFF	R	3.00
● Frozen Dinner	EFF	R	4.00
● Furry Fury	U/LIN	R	3.00
● General Carlist Riekan	REB	R	4.00
● General Veers	IMP	R	9.00
● High Anxiety	EFF	R	4.00
● Hoth: Wampa Cave	LIN	R	3.00
● I Thought They Smelled Bad	UIN	R	5.00
● Image of the Dark Lord	EFF	R	3.00
● K-3PO	DRO	R	3.00
● Major Bren Derlin	REB	R	3.00
● Meteor Impact?	EFF	R	4.00
● Mournful Roar	EFF	R	4.00
● Planet Defender Ion Cannon	WEA	R	4.00
● R-3PO	DRO	R	3.00
● Responsibility of Command	UEF	R	4.00
● Rogue 1	VEH	R	10.00
● Rogue 2	VEH	R	5.00
● Rogue 3	VEH	R	8.00
● Rug Hug	LIN	R	4.00
● Scruffy-Looking Nef Herder	U/LIN	R	3.00
● Stalker	STA	R	14.00
● Surface Defense Cannon	WEA	R	3.00
● Tactical Support	LIN	R	3.00
● Target The Main Generator	EEV	R	4.00
● The First Transport Is Away!	UEF	R	4.00
● This Is Just Wrong	UEF	R	4.00
● 2-B	DRO	R	3.00
● Tremble	UIN	R	3.00

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● Tyrant	STA	R	13.00
● Wampa	CRE	R	4.00
● Weapon Malfunction	UEF	R	4.00
○ Wes Janson	REB	R	2.50
○ Who's Scruffy-Looking?	UIN	R	4.00
● Yaggle Gakkle	UIN	R	3.00
○ You Have Failed Me...	UIN	R	4.00
○ You Will Go To Dagobah...	UIN	R	3.50
○ Zev Senesca	REB	R	3.00

DAGOBAH EXPANSION

DECIPHER-1959

Full Set (180 cards)	200.00
Booster Pack (9 cards)	2.50
Booster Box (60 packs)	125.00
Commons	10
Unlisted Uncommons	50

○ Asteroids Do Not Concern Me

○ At Peace	UEF	R	3.50
● Avenger	STA	R	11.00
● Bad Feeling Have I	EFF	R	3.00
● Bombing Run	EFF	R	3.00
● Bossk	AL	R	8.50
● Bossk's Mortar Gun	WEA	R	5.00
● Broken Concentration	EFF	R	3.00
● Captain Needa	IMP	R	5.00
● Corrosive Damage	EFF	R	3.00
○ Dagobah: Bog Clearing	LOC	R	3.50
○ Dagobah: Cave	LOC	R	4.00
○ Dagobah: Yoda's Hut	LOC	R	5.00
● Dengar	AL	R	7.50
● Dengar's Blaster Carbine	WEA	R	5.00
○ Descent Into The Dark	EFF	R	3.50
● Dragonsnake	CRE	R	3.00
○ Effective Repairs	U/LIN	R	3.50
○ Egregious Pilot Error	LIN	R	3.00
● Executor	STA	R	25.00
● Executor: Holothreat	LOC	R	3.50
● Executor: Meditation Chamber	LOC	R	4.00
● Failure at the Cave	UEF	R	3.00
● Field Promotion	EFF	R	3.00
● Flagship	EFF	R	3.50
● 4-LDM	DRO	R	7.00
● 4-LDM's Concussion Rifle	WEA	R	5.00
● Frustration	LIN	R	3.00
● Han's Toolkit	DEV	R	4.00
○ Hiding In The Garbage	EFF	R	3.00
● Hound's Tooth	STA	R	8.00
○ I Have a Bad Feeling...	LIN	R	3.00

● I Want That Ship	EFF	R	3.00
● IG-2000	STA	R	7.50
● IG-88	DRO	R	12.50
● IG-88's Neural Inhibitor	WEA	R	5.00
● IG-88's Pulse Cannon	WEA	R	5.00
○ It Is the Future You See	J	R	3.00
○ Jedi Levitation	LIN	R	3.00
○ Landing Claw	DEV	R	5.00
● Lando System?	LIN	R	3.00
● Lieutenant Suba	IMP	R	4.00
○ Light Maneuvers	UIN	R	2.50
● Location, Location, Location	EFF	R	3.50
● Lost in Space	EFF	R	4.00
○ Luke's Backpack	DEV	R	3.50
● Mist Hunter	STA	R	6.00
● Much Anger In Him	EFF	R	3.00
○ No Disintegrations	EFF	R	3.50
○ Obi-Wan's Apparition	EFF	R	3.50
○ Order to Engage	EFF	R	3.00
○ Polarized Negative Power Coupling	EFF	R	3.00

● Punishing One	STA	R	7.00
● Ranthal	LOC	U	3.00
● Reflection	EFF	R	4.00
○ Report to Lord Vader	UEF	R	3.50
● Res Luk Ra'arf	LIN	R	4.00
○ Rycar's Run	UEF	R	3.00
○ Size Matters Not	UEF	R	3.50
○ Smuggler's Blues	EFF	R	3.50
○ Son of Skywalker	REB	R	25.00
○ Space Slug	CRE	R	3.00
○ Stone Pile	EFF	R	3.00
● The Dark Path	EFF	R	3.00
● The Professor	EFF	R	3.50
○ This Is More Like It	UIN	R	4.00
○ This Is No Cave	UIN	R	3.00

○ Through the Force...See	LIN	R	4.00
○ Tight Squeeze	LIN	R	3.00
○ 2-1B	DRO	R	6.50
● Unexpected Interruption	LIN	R	3.00
● Visage of the Emperor	EFF	R	4.50
○ We Can... Outmaneuver Them	U/LIN	R	3.00
○ We Don't Need...Scum...	U/LIN	R	3.50
○ WHAAAAAADDODOO!	UIN	R	3.00
○ What is Thy Bidding My Master?	UEF	R	4.00
○ Yoda	UEF	R	3.00
○ Yoda, You Seek Yoda	LIN	R	3.50
○ Yoda's Hope	EFF	R	1.00
○ You Do Have Your Moments	LIN	U	1.00
● Zuckuss	AL	R	7.50
● Zuckuss' Snare Rifle	WEA	R	5.00



DOUBLE TAKES

CARDS THAT SUCK, PART II

We could go on for pages upon pages with these, but here are a couple more. *Antiquities'* Rakalite could prevent one damage to any target for the bargain cost of six to cast and two to activate, plus you had to recast it if you used it. Or try *Homelands'* Sea Troll, a 2/2 for three mana that could only regenerate if it blocked or was blocked by a blue creature that turn.

CLOUD CITY EXPANSION

DECIPHER-1997

Full Set (180 cards)	175.00
Booster Pack (9 cards)	2.50
Booster Box (60 packs)	110.00
Commons	10
Uncommons	1.00

○ Advantage	EFF	R	3.50
● Aiii! Aaaa! Aggggggggg!	LIN	R	3.00
● All My Urthins	EFF	R	3.00
● All Too Easy	EFF	R	4.00
○ Ambush	LIN	R	3.00

○ Artoo, Come Back At Once!

● Atmospheric Assault	LIN	R	4.00
● Beldor's Eye	EFF	R	3.00
● Bionic Hand	DEV	R	4.50
● Boba Fett	AL	R	25.00
● Boba Fett's Blaster Rifle	WEA	R	8.00
● Brief Loss Of Control	LIN	R	3.50
● Bright Hope	STA	R	5.00
● Captain Bervil	IMP	R	5.00
● Captain Han Solo	REB	R	22.00
● Chief Retwin	IMP	R	4.00
● Cloud City: Dining Room	LOC	R	3.50
● Cloud City: Guest Quarters	LOC	R	4.00
○ Courage Of A Skywalker	LIN	R	4.00
○ Dark Approach	LIN	R	3.50
● Dark Deal	EFF	R	4.00
● Despair	EFF	R	4.00
○ Dismantle On Sight	EFF	R	4.00
● E-3PO	DRO	R	4.00
● End This... Conflict	U/LIN	R	3.50
● Epic Duel	EFF	R	5.50
● Flight Escort	LIN	R	4.00
● Focused Attack	LIN	R	4.50
● Force Field	U/LIN	R	4.00
● Forced Landing	UEF	R	3.50
○ Frozen Assets	EFF	R	3.50
○ Gambler's Luck	LIN	R	4.00
○ Glancing Blow	LIN	R	4.00
○ Haven	EFF	R	4.00
● He's All Yours, Bounty Hunter	U/LIN	R	3.50

○ Into The Ventilation Shaft, Lefty

● Lando Calrissian	AL	R	15.00
● Lando Calrissian	AL	R	15.00
○ Leia Of Alderaan	EFF	R	4.50
● Lieutenant Shekili	IMP	R	4.00
○ Lobot	AL	R	8.50
● Luke's Blaster Pistol	WEA	R	5.50
● Mandalorian Armor	DEV	R	5.00
● Mostly Armless	EFF	R	4.00
○ NOOOOOOOOOOO!	U/LIN	R	3.50
● Obsidian 7	STA	R	6.50
● Obsidian 8	STA	R	6.50
○ Off The Edge	LIN	R	4.00
○ Old Pirates	LIN	R	3.00
● Paint Man	LIN	R	3.50
○ Princess Leia	REB	R	20.00
○ Protector	LIN	R	3.50
○ Punch It!	LIN	R	4.00
○ Redemption	STA	R	8.00
● Release Your Anger	LIN	R	3.00
○ Rendezvous Point On Tatooine	LIN	R	3.50
○ Shocking Information	UIN	R	25
● Slave I	STA	R	15.00
○ Slip Sliding Away	UIN	R	3.50
○ Smoke Screen	LIN	R	4.00
○ Surprise	LIN	R	3.00
○ Surreptitious Glance	LIN	R	4.00
● The Emperor's Prize	UEF	R	4.00
○ This Is Even Better	LIN	R	3.50
○ This Is Still Wrong	LIN	R	3.00
● Uglesse	AL	R	3.50
○ Uncontrollable Fury	EFF	R	4.00
● Vader's Bounty	EFF	R	4.00
● Vader's Cape	EFF	R	5.00
○ We'll Find Han	UIN	R	3.00
● We're The Bat	UEF	R	3.00
● Why Didn't You Tell Me?	U/LIN	R	4.00
○ Wookiee Strangle	LIN	R	4.00

JABBA'S PALACE EXPANSION

DECIPHER-1997

Full Set (180 cards)	150.00
Booster Pack (9 cards)	2.50
Booster Box (60 packs)	100.00
Commons	10
Uncommons	25

● Amanaman	AL	R	4.00
○ Ardon "Vapor" Crell	AL	R	4.00
○ Artoo	DRO	R	14.00
○ Attark	AL	R	3.50
● Aved Luun	AL	R	4.00
● Bane Malar	AL	R	5.00
● Barada	AL	R	4.00
● Beedo	AL	R	4.00
○ BG-J38	DRO	R	4.00
● Bib Fortuna	AL	R	5.50
○ Blaster Deflection	U/LIN	R	3.75
● Dengar's Modified Riot Gun	WEA	R	5.00
● Double Laser Cannon	WEA	R	5.00
○ Droopy McCool	AL	R	4.00
● D88	DRO	R	4.50
● Ephant Mon	AL	R	5.00
● EV-9D9	DRO	R	4.50
● Fozec	AL	R	3.00
● Gaild	AL	R	4.50
○ Garon Nas Tai	AL	R	3.50
○ Geezum	AL	R	4.00
○ Ghoul	AL	R	4.00
● Gran	AL	R	4.00
● Herat	AL	R	4.00
● Hermu Odle	AL	R	3.50
● Hutt Bounty	EFF	R	4.00
○ I Must Be Allowed To Speak	EFF	R	4.50
● J'Quille	AL	R	4.50
● Jabba the Hutt	AL	R	20.00
● Jabba's Sail Barge	VEH	R	8.50
● Jabba's Sail Barge: Passenger Deck	LOC	R	4.50
○ Jedi Mind Trick	U/LIN	R	3.50
○ Jess	AL	R	4.00
○ Kelit	AL	R	4.00
○ Kiffex	LOC	R	3.50
○ Kirdo III	LOC	R	3.00
● Krthaba	AL	R	3.50
● Ksatu	AL	R	4.00
○ Laudica	AL	R	3.50
○ Leslomy Tacema	AL	R	3.50
○ Life Debt	LIN	R	4.00
○ Lyle Nella	AL	R	3.50
● Malakli	AL	R	4.00
○ Max Rebo	AL	R	4.00

● Murtloc Vine	AL	R	3.00
● Nal Hutta	LOC	R	3.50
● Nizuc Bek	AL	R	3.00
● Nysad	AL	R	3.00
○ Oola	AL	R	4.00
○ Ortagu	AL	R	3.50
○ Palejo Reshad	AL	R	3.00
● Pote Snitkin	AL	R	3.50
○ Princess Leia Organa	REB	R	18.00
○ Pucumir Thyrs	AL	R	4.00
○ Rikik D'neet, Hero... Sea	AL	R	4.50
● Rancor	CRE	R	9.00
● Rayc Ryjerd	AL	R	4.00
● Rea-Yees	AL	R	4.00
○ Rennie	AL	R	3.00
○ Saelt-Marae	AL	R	3.40
● Salacious Crumb	AL	R	6.00
● Scum And Villainy	EFF	R	4.50
○ Sergeant Doolyn	AL	R	3.00
○ Shasa Tiel	LIN	R	3.50
○ Shasta Tiel	LIN	R	4.00
○ Tamtel Skreej	AL	R	12.00
○ Tanus Spijek	AL	R	3.50
● Tarn Dren-garen	AL	R	3.50
○ Tessek	AL	R	4.50
● Thermal Detonator	WEA	R	5.00
● Thul Fain	AL	R	3.00
○ Tibrin	LOC	R	3.00
○ Unfriendly Fire	UIN	R	4.00
● Vedan	AL	R	4.00
● Velken Tezeri	AL	R	3.50
● Vizar	AL	R	3.00
○ Vul Tazene	AL	R	3.00
● Writin	AL	R	3.00
● Woolof	AL	R	3.00
○ Yoxgit	AL	R	4.00

SPECIAL EDITION EXPANSION

DECIPHER-1998

Full Set (324 cards)	225.00
Booster Pack (9 cards)	2.50
Booster Box (30 packs)	70.00
Starter Pack (60 cards)	12.50
Starter Box (12 packs)	110.00
Commons	25
Uncommons	1.00

● A Real Hero	U/LIN	R	3.00
● All Wings Report In	UIN	R	3.50
● Bantha Herd	EFF	R	3.00
● Ben Kenobi	REB	R	32.00
● Boba Fett	AL	R	32.00
● Boelo	AL	R	4.50
● Bossk In Hound's Tooth	STA	R	6.00
● Brangus Glee	AL	R	3.00
○ Bron Burs	AL	R	3.00
○ Camie	AL	R	3.50
● Carbon Chamber Testing	OBJ	R	5.00
○ Cloud City Celebration	EFF	R	3.00
● Cloud City Occupation	EFF	R	3.00
● Cloud City: Downtown Plaza	LOC	R	3.50
○ Cloud City: Downtown Plaza	LOC	R	3.50
○ Colonel Feyn Gosple	REB	R	4.50
○ Commander Wedge Antilles	REB	R	10.00
○ Corellian Engineering Corporation	EFF	R	3.00
● Corporal Grenwck	IMP	R	3.00
● Coruscant	LOC	R	3.50
○ Coruscant	LOC	R	3.00
○ Coruscant Celebration	EFF	R	3.00
● Coruscant: Imperial Square	LOC	R	3.00
● Counter Surprise Assault	LIN	R	3.00
○ Dantooine Base Operations	OBJ	R	4.00
● Darth Vader, Lord Of The Sith	IMP	R	42.00
● Death Squadron Star Destroyer	STA	R	8.50
○ Death Star	LOC	R	7.50
● Death Star Assault Squadron	STA	R	5.50
○ Debonoi	AL	R	3.00
● Destroyed Homestead	UEF	R	3.00
○ Docking And Repair Facilities	EFF	R	3.00
○ Don't Tread On Me	U/LIN	R	3.00
● Dreaded Imperial Starfleet	EFF	R	4.50
● Dume Walker	VEH	R	5.50
○ Entrenchment	EFF	R	3.00
○ General McQuarrie	REB	R	4.00
○ Goo Nee Tay	EFF	R	3.00
○ Grondom Muse	REB	R	3.00
○ Harvest	LIN	R	5.50
○ Heroes Of Yavin	UIN	R	3.00
○ Hidden Base	OBJ	R	5.00
○ Hit And Run	LIN	R	3.00

STAR WARS DATA C=COMMON U=UNCOMMON R=RARE

● DARK SIDE ○ LIGHT SIDE

AL Alien	DRO Droid	LIN Lost Interrupt	REB Rebel	UIN Used Interrupt
CRE Creature	EFF Effect	LOC Location	STA Starship	VEH Vehicle
DEV Device	IMP Impetal	OBJ Objective	UEF Utinni Effect	WEA Weapon

PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

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● Homing Beacon	DEV R	3.00
● Hunt Down And Destroy The Jedi	UIN R	5.00
● Hunting Party	UIN R	3.00
● Iasa, The Traitor Of Jawa Canyon	AL R	4.50
● IM4-089	DRO F	25
● Imperial Occupation	DRJ R	5.00
● Imperial Atrocity	EFF R	3.00
● Imperial Propaganda	EFF R	3.00
● Incom Corporation	EFF R	3.00
● ISB Operations	OBJ R	5.00
● Jabba	AL R	20.00
● Jabba's Influence	EFF R	3.00
● Jabba's Space Cruiser	STA R	6.00
● Joh Yowza	AL R	3.00
● Kalit's Sandcrawler	VEH R	4.50
● Ketwol	AL R	3.00
● Koensayr Manufacturing	EFF R	3.00
● Krayt Dragon	GRE R	6.00
● Kuat Drive Yards	EFF R	3.00
● Lando's Blaster Rifle	WEA R	3.00
● Leia's Blaster Rifle	WEA R	3.00
● Lieutenant Tarn Mison	REB R	4.50
● Lobot	AL R	5.50
● Local Uprising	OBJ R	5.00
● Major Palo Torstan	REB R	3.00
● Mechanical Failure	EFF R	3.00
● Meditation	EFF R	3.00
● Melas	AL R	3.00
● Mind What You Learned	OBJ R	5.00
● Nebt	AL R	3.00
● Old Times	UIN R	3.00
● One-Arm	CRE R	3.00
● DS-72-1 In Obsidian 1	STA R	6.50
● DS-72-10	IMP R	5.00
● DS-72-2 In Obsidian 2	STA R	6.00
● Outer Rim Scout	AL R	4.50
● Princess Organa	REB R	20.00
● R3-72	DRO R	3.00
● Ralitor	OBJ R	4.00
● Rebel Base Occupation	EFF R	3.00
● Rebel Fleet	EFF R	3.00
● Rendezvous Point	LOC R	3.00
● Rendili StarDrive	EFF R	3.00
● Rescue The Princess	OBJ R	5.00
● Return To Base	EFF R	3.00
● Rogue 4	VEH R	5.00
● RR/Urrurr	AL R	3.00
● Rystall	AL R	3.00
● Sarloc	CRE R	6.00
● Sergeant Holle	REB R	3.00
● Sergeant Major Enfield	IMP R	3.00
● Sergeant Narthax	IMP R	3.00
● Sergeant Torent	IMP R	3.00
● Short-Range Fighters	UIN R	3.00
● Sienar Fleet Systems	EFF R	3.00
● Slayn & Korpil Facilities	EFF R	3.00
● Soth Pettkin	AL R	3.00
● Spiral	STA R	8.00
● Star Destroyer!	UIN R	4.50
● Stay Sharp!	UIN R	1.00
● Strategic Reserves	EFF R	3.00
● Surface Defense	USIN R	3.00
● Sy Snootles	AL R	4.00
● T-47 Battle Formation	UIN R	5.00
● Tatooine Celebration	EFF R	3.00
● Tatooine Occupation	EFF R	3.00
● Tatooine: Beggar's Canyon	LOC R	3.00
● Tawass Khaa	AL R	3.00
● Thedit	AL R	3.00
● TK-422	REB R	16.00
● Umpass-stay	AL R	4.00
● Ur/Ru'r	AL R	3.00
● URORUR/R'R's Bantha	VEH R	4.50
● Utikuk	AL R	3.00
● Vader's Personal Shuttle	STA R	8.00
● Vengeance	STA R	9.00
● Writin's Sandcrawler	VEH R	4.50
● X-wing Assault Squadron	STA R	6.00
● Yavin 4: Massassi Headquarters	LOC R	4.00

FIRST ANTHOLOGY DECIPHER-1997

Boxed Set	30.00
● Boba Fett	IMP R 12.00
● Cmdr. Wedge Antilles	REB R 8.00

● Death Star Assault Squadron	STA R 5.00
● Hit and Run	UIN R 1.50
● Jabba's Influence	PR R 2.00
● X-Wing Assault Squadron	STA R 3.50

YOUNG JEDI: MENACE OF DARTH MAUL EXPANSION DECIPHER-1999

Full Set (162 cards)	
Booster Pack (15 cards)	
Booster Box (36 packs)	

● Anakin Skywalker	CHA R	5.00
● Anakin: Meet Obi-Wan Kenobi	BAT U	1.00
● Anakin Skywalker's Podracer	WEA R	4.00
● Ann and Tann Gelka	CHA U	1.00
● Are You An Angel?	BAT U	1.00
● At Last We Will Have Revenge	BAT R	4.00
● Aurra Sing	CHA R	4.00
● Aurra Sing's Blaster Rifle	WEA R	4.00
● Battle Droid Blaster Rifle	WEA C	25
● Battle Droid Infantry	AAT CHA C	25
● Battle Droid Infantry	MITT CHA C	25
● Battle Droid Officer	AAT CHA C	25
● Battle Droid Officer	MTT CHA C	25
● Battle Droid Pilot	AAT CHA C	25
● Battle Droid Pilot	MITT CHA C	25
● Battle Droid Security	AAT CHA C	25
● Battle Droid Security	MITT CHA C	25
● Battle Droid Squad	CHA R	4.00
● Battleship	STA C	25
● Begn Landing Your Troops	BAT C	25
● Ben Quadinaros	CHA U	1.00
● Ben Quadinaros' Podracer	WEA U	1.00
● Bib Fortuna	CHA U	1.00
● Blaster	WEA C	25
● Blaster	WEA C	25
● Blaster Rifle	WEA C	25
● Blaster Rifle	WEA C	25
● Boonta Eve Podrace	BAT U	1.00
● Boss Nass	CHA U	1.00
● Bravo 1	STA U	1.00
● Bravo Pilot	CHA C	25
● C-3PO	CHA R	4.00
● Captain Panaka's Blaster	WEA C	25
● Captain Panaka	CHA R	4.00
● Captain Torgals	CHA U	1.00
● Cha Skurree Da Pat Sleemo	BAT C	25
● Conuscent Capital City	LOC F	5.00
● Conuscent: Jedi Council Chamber	LOC F	5.00
● Counterparts	BAT U	1.00
● Da Beings Hereabouts Cawzy	BAT C	25
● Darth Maul, Sith Lord	CHA F	5.00
● Darth Maul, Sith Apprentice	CHA R	9.00
● Darth Maul's Starfighter	STA R	5.00
● Darth Sidious	CHA R	6.00
● Destroyer Droid, Defense	CHA C	25
● Destroyer Droid, Wheel	CHA C	25
● Destroyer Droid Squad	CHA R	4.00
● Droid of Starfighter	STA C	25
● Electropole	WEA C	25
● Enough of This Pretense	BAT U	1.00
● Eope	WEA C	25
● Fear Attracts the Fearful	BAT U	1.00
● Flash Speeder	WEA C	25
● Gardulla the Hutt	CHA U	1.00
● Gasgano	CHA U	1.00
● Gasgano's Podracer	WEA U	1.00
● Gagra	CHA C	25
● Grueling Contest	BAT U	1.00
● Gungan Consistency	BAT C	25
● Gungan Guard	CHA C	25
● Gungan Official	CHA C	25
● Gungan Soldier, Scout	CHA C	25
● Gungan Soldier, Veteran	CHA C	25
● Gungan Warrior	CHA C	25
● He Was Meant To Help You	BAT U	1.00

● I Have A Bad Feeling About This	BAT U	1.00
● I've Been Trained In Defense	BAT U	1.00
● In Complete Control	BAT C	25
● Ishi Tib	CHA C	25
● Ithorian	CHA C	25
● Jabba the Hutt	CHA R	5.00
● Jar Jar Binks	CHA R	5.00
● Jar Jar Binks' Electropole	WEA U	1.00
● Jawa, Bargainer	CHA F	5.00
● Jawa, Thief	CHA C	25
● Jawa Ion Blaster	WEA C	25
● Jedi Lightsaber	WEA U	1.00
● Kaa Bazza Kundero Hodorudd	BAT U	1.00
● Kaadu	WEA C	25
● Mace Windu	CHA R	6.00
● Mas Ammeda	CHA U	1.00
● Mawhonic	CHA U	1.00
● Mawhonic's Podracer	WEA U	1.00
● Multi-Troop Transport	WEA U	1.00
● Naboo Blaster	WEA C	25
● Naboo Gungan Swamp	LOC F	5.00
● Naboo Officer	CHA C	1.00
● Naboo Security	CHA C	25
● Naboo Starfighter	STA C	25

● Queen Amidala, Ruler of Naboo	CHA R	5.00
● Qui-Gon Jinn	CHA R	7.00
● R2 D2	CHA R	4.00
● Rabe	CHA U	1.00
● Rep Been	CHA U	1.00
● Republic Cruiser	STA C	25
● Rick Oke	CHA U	1.00
● Royal Guard, Leader	CHA C	25
● Royal Guard, Veteran	CHA C	25
● Sandstorm	BAT C	25
● Sebulba	CHA R	4.00
● Sebulba's Podracer	WEA R	4.00
● Security Volunteers	BAT C	25
● Shim's Pride	BAT U	1.00
● Sith Lightsaber	WEA R	6.00
● Sith Probe Droid	CHA C	25
● Sniper	BAT C	25
● STAP	WEA U	1.00
● Tatoone, Desert Landing Site	LOC F	5.00
● Tatoone: Podrace Arena	LOC F	5.00
● Tatoone Thunder Rifle	WEA C	25
● Teemto Pagales	CHA U	1.00
● Teemto Pagales' Podracer	WEA U	1.00
● The Federation Has Gone Too Far	BAT C	25

● Yousa Guys Bomb! ...BAT R	4.00
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YOUNG JEDI: MENACE OF DARTH MAUL EXPANSION FOIL SET

DECIPHER-1999	
Full Set (162 cards)	
Booster Pack (15 cards)	
Booster Box (36 packs)	

● Anakin Skywalker's Podracer (F7)	WEA C	10.00
● Battle Droid Squad (F13)	CHA U	12.00
● Ben Quadinaros' Podracer (F15)	WEA C	8.00
● Bravo 1 (F8)	STA C	10.00
● C-3PO (F5)	CHA U	15.00
● Darth Maul, Sith Apprentice (F10)	CHA R	25.00
● Darth Sidious (F11)	CHA R	20.00
● Destroyer Droid Squad (F12)	CHA U	10.00
● Gasgano's Podracer (F16)	WEA C	8.00
● Jar Jar Binks (F2)	CHA R	20.00
● Mace Windu (F3)	CHA U	12.00
● Mawhonic's Podracer (F17)	WEA C	8.00
● Obi-Wan Kenobi, Young Jedi (F1)	CHA R	25.00
● Obi-Wan Kenobi's Lightsaber (F6)	WEA C	8.00
● Queen Amidala, Ruler of Naboo (F4)	CHA R	12.00
● Republic Cruiser (F9)	STA C	8.00
● Sebulba's Podracer (F14)	WEA U	10.00
● Teemto Pagales' Podracer (F18)	WEA C	8.00



THE X-FILES

U.S. PLAYING CARD CO. -1996

Full Set (334 cards)	\$400.00
Starter Deck (80 cards)	9.00
Starter Box (12 decks)	75.00
Booster Pack (15 cards)	2.90
Booster Box (36 packs)	75.00
Commons	10
Uncommons	75
Rares	3.00
Fused cards	25

● Agent Alex Krycek	UR	22.00
● Agent Dana Scully	UR	32.00
● Agent Fox Mulder	UR	32.00
● Asst. Director Walter Skinner	UR	20.00
● Believe the Lie	PR	5.00
● Call on Us More Often	PR	5.00
● Counterintelligence Measures	UR	20.00
● Dana Scully Abducted	UR	20.00
● Deep Throat	UR	20.00
● Deny Everything	PR	60.00
● Final Choice, A	PR	6.00
● Good Fortune	PR	5.00
● Infected That You Might Believe	PR	5.00
● Lone Gunmen, The	UR	22.00
● No One So Paranoid	PR	40.00
● Skinner Chooses a Side	UR	22.00
● X	UR	22.00



DOUBLE TAKES

ANIMAL CRACKERS

In the *Enterprise-D* engine room there's a master situation monitor which displays the ships' functions for the engineers to see. On the monitor's display there are a few things of interest, such as the official *Enterprise* duck, the ship's mouse, a Porsche, a DC-3 airplane, the Nomad space probe and a hamster on a treadmill.

● Naboo: Theed Palace	LOC F	5.00
● Neimoidaan	CHA F	5.00
● Obi-Wan Kenobi, Young Jedi	CHA R	6.00
● Obi-Wan Kenobi, Jedi Padawan	CHA F	5.00
● Obi-Wan Kenobi's Lightsaber	WEA R	4.00
● Open Sea Killer	BAT C	25
● Padme Naberrie	CHA R	5.00
● Passel Argente	CHA C	25
● Pit Droid Engineer	CHA C	25
● Pit Droid Heavy Lifter	CHA C	25
● Pit Droid, Mechanic	CHA C	25
● Podrace Preparation	BAT U	1.00
● Queen Amidala, Royal Leader	CHA R	5.00
● The Invasion Is On Schedule	BAT C	25
● The Negotiations Were Short	BAT C	25
● The Queen's Plan	BAT C	25
● Trade Federation Tank	CHA R	4.00
● Trade Federation Tank Laser Cannon	WEA U	1.00
● Tusken Raider, Marksman	CHA C	25
● Tusken Raider, Nomad	CHA C	25
● Wile Gangsters	BAT U	1.00
● Watto	CHA R	4.00
● Watto's Wager	BAT U	1.00
● We're Not In Trouble Yet	BAT U	1.00
● Yoda	CHA R	5.00
● You Have Been Well Trained	BAT R	4.00

YOUNG JEDI DATA C=COMMON U=UNCOMMON R=RARE

● DARK SIDE ○ LIGHT SIDE

BAT Battle Card CHA Character LOC Location STA Starship WEA Weapon

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

INQUEST **gamer** Players Guide

MAGIC[®] The Gathering

CARD DESCRIPTION

Now you know what to call the card.

Summon Legend means she's extra special.

Inquest Gamer has rated every card, with five stars being the best and one-stars comprising the cream of the crap.

Explains exactly what the card does.

Artist: David's illustration.



Warrior costs two green and one generic mana to summon.

Tells you what set the card belongs to and the card's rarity. Mirri is a rare from the Exodus expansion.

POWER/TOUGHNESS: Only for creatures.

NAME KIND CR RATING COST SETS FOUND

ARTIFACTS

Wardens' Fling	ART	L	..	\$	AL, R 4th, 5th, 6th
Do 4 damage to any target.					
Altar of Dementia	ART	R	..	⊙	TM
Sacrifice a creature. Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.					
Amber Prison	ART	R	...	⊙	MG, 6th
You may leave Prison tapped. Tap target artifact, creature or land. As long as Prison is tapped, target does not untap as normal.					
Angel's Trumpet	ART	U	...	⊙	UL
Attack-neg does not cause creatures to tap. At the end of each player's turn, tap all untapped creatures he controls that did not attack this turn. Angel's Trumpet deals 1 damage to that player for each creature tapped this way.					
Arch of Michara	ART	R	..	⊙	LUR, 4th, 5th, 6th
Whenever a player puts a land into play, Arch deals 2 damage to him.					
Ashen's Altar	ART	C	..	⊙	AQ, CH, 5th, 6th
Sacrifice one of your creatures in play. Add ⊙ to your mana pool.					
Barrin's Codex	ART	R	...	⊙	UZ
During your upkeep, you may put a counter on Codex. ⊙, Sacrifice Codex: Draw X cards, where X is the number of counters on Codex.					
Beast of Burden	AC	R	..	⊙	UL
Beast of Burden has power and toughness each equal to the total number of creatures in play. 1/.					
Booby Trap	ART	R	...	⊙	TM
When a Trap comes into play, name a card other than a basic land. When target opponent draws cards, he reveals them to all players. If any of those cards is the named card, sacrifice Trap and it deals 10 damage to that player.					
Bottle Enchant	AC	U	...	⊙	TM
Sacrifice Bottle Enchant. Gain 3 life. 1/3					
Bottle of Solace	ART	R	...	⊙	AN, R, 4th, 5th, 6th
Sacrifice Bottle of Solace. If opponent wins you take 5 damage. Otherwise, you get a Dignon token, a 5/5 flying artifact creature.					
Burrowing	ART	U	...	⊙	SH
Do 1 damage to target creature. That creature attacks this turn if able.					
Cardboard	AC	U	...	⊙	UZ
When Cardboard is put into a graveyard from play, add three colorless mana to your mana pool. 3/3					
Charcoal Diamond	ART	U	...	⊙	MG, 6th
Comes into play tapped. Add ⊙ to your mana pool.					
Chimeric Staff	ART	R	...	⊙	UZ
Staff is an artifact creature with power and toughness each equal to X until end of turn.					
Clandestine	ART	R	...	⊙	UZ
Search your library for a creature card with total casting cost no greater than X. Reveal that card and put it into your hand.					
Claws of Gin	ART	U	...	⊙	UZ
Sacrifice a permanent. Gain 1 life.					
Coat of Arms	ART	R	...	⊙	EX
Each creature gets +1/+1 for each other creature in play of the same creature type.					
Colored Twinkler	AC	C	..	⊙	TM
First strike. 2/1.					

NAME KIND CR RATING COST SETS FOUND

Cold Storage	ART	R	..	⊙	TM
Put target creature you control on Cold Storage. Sacrifice Cold Storage: Put all creatures on Cold Storage into play.					
Copper Gnomes	AC	R	..	⊙	UZ
Sacrifice: Choose an artifact in your hand and put it into play. 1/1.					
Crawlingpaw	ART	R	...	⊙	UL
No more than two creatures can attack you each combat.					
Crystal Chimera	ART	U	..	⊙	UZ
Sacrifice: Return all enchantments from your graveyard to your hand.					
Crystal Rod	ART	U	...	⊙	LUR, 4th, 5th, 6th
Gain 1 life for any blue spell cast. Can only give 1 life per spell.					
Cursed Scroll	ART	R	...	⊙	TM
Name a card. Opponent chooses a card at random from your hand. If he chooses the named card, Scroll deals 2 damage to target creature or player.					
Cursed Totem	ART	R	...	⊙	MG, 6th
Players cannot use any creature abilities requiring an activation cost.					
Dampening Engine	ART	R	...	⊙	UL
A player who controls more permanents than any other cannot play lands or artifact, creature, or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn.					
Dancing Scimitar	AC	R	...	⊙	AN, R, 4th, 5th, 6th
Flying. 1/5.					
Defense Grid	ART	R	...	⊙	UL
During each player's turn, spells played by another player cost an additional ⊙.					
Disruptor Egg	ART	R	...	⊙	LUR, 4th, 5th, 6th
Whenever a land is destroyed, its controller takes 2 damage.					
Disrupting Scceptor	ART	R	...	⊙	LUR, 4th, 5th, 6th
Opponent must discard 1 card of his choice. Play as a sorcery.					
Dragon Blood	ART	U	...	⊙	UZ
Put a +1/+1 counter on target creature.					
Dragon Engine	AC	C	..	⊙	AQ, R, 4th, 5th, 6th
+1/+0 until end of turn. 1/3					
Dragon Mask	ART	U	...	⊙	VS, 6th
Target creature you control gets +2/+2 until end of turn. At end of turn, if that creature is in play, return it to its owner's hand.					
Echo Chamber	ART	R	...	⊙	TM
Opponent chooses a creature he controls. Put a token creature into play and treat it as a copy of that creature. Creature is unaffected by summoning sickness. At end of turn, remove token creature from game. Play as a sorcery.					
Emerald Medallion	ART	R	...	⊙	TM
Your green spells cost ⊙ less to play.					
Embossed Totem	ART	R	...	⊙	TM
Draw two cards, then choose and discard a card.					
Endosteelion	ART	U	...	⊙	UZ
You may choose not to untap Endosteelion. Target creature gets +0/+3 as long as Endosteelion remains tapped.					
Energizer	AC	R	...	⊙	TM
Put a +1/+1 counter on Energizer. 2/2.					
Ensuring Bridge	ART	R	...	⊙	SH
Creatures with power greater than the number of cards in your hand cannot attack.					
Erratic Portal	ART	R	...	⊙	EX
Return target creature to its owner's hand unless its owner pays ⊙.					

NAME KIND CR RATING COST SETS FOUND

Essence Bottle	ART	U	..	⊙	TM
Put an elixir counter on Essence Bottle. Remove all elixir counters from Bottle. Gain 2 life for each elixir counter removed in this way.					
Excavator	ART	U	...	⊙	TM
Sacrifice a basic land: Target creature gains that landwalk until end of turn.					
Fire Blessed	ART	U	...	⊙	MG, 6th
Comes into play tapped. Add ⊙ to your mana pool.					
Flowerstone Sculpture	AC	R	...	⊙	TM
Choose and discard a card. Flowerstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowerstone Sculpture. 4/4.					
Fluctuator	ART	R	...	⊙	UZ
Cycling costs you up to ⊙ less to play. Banned!					
Flying Carpet	ART	R	...	⊙	AN, R, 4th, 5th, 6th
Give target creature flying until end of turn. If target is destroyed before end of turn, so is Flying Carpet.					
Foot's Tame	ART	R	...	⊙	TM
Draw a card. Use this ability only if you have no cards in your hand.					
Fountain of Youth	ART	C	...	⊙	DK, CH, 5th, 6th
Gain 1 life.					
Glasses of Urza	ART	U	...	⊙	LUR, 4th, 5th, 6th
Look at opponent's hand. No, his cards!					
Grafted Scudcap	ART	R	...	⊙	UZ
During your draw phase, draw an additional card. At the end of each of your turns, discard your hand.					
Grim Monolith	ART	R	...	⊙	UL
Grim Monolith does not untap during your untap phase. Add three colorless mana to your mana pool. Untap Grim Monolith.					
Grindstone	ART	R	...	⊙	TM
Put the top two cards of target player's library into that player's graveyard if both cards share at least one color, repeat this process.					
Griming Totem	ART	R	...	⊙	MG, 6th
Sacrifice Totem: Search target opponent's library for any card and put it face-up in front of you. You have until the beginning of your next upkeep to play the card as though it were in your hand.					
Heartstone	ART	U	...	⊙	SH
The cost of each creature ability requiring an activation cost is reduced by ⊙. This cannot reduce an ability's generic mana cost to less than ⊙.					
Helm of Possession	ART	R	...	⊙	TM
You may choose not to untap Helm. Sacrifice a creature. Gain control of target creature as long as you control of Helm and it remains tapped.					
Hive, The	ART	R	...	⊙	LUR, 4th, 5th, 6th
Create a Bant Wasp token, a 1/1 flying artifact creature.					
Hyper-Artifact	AC	U	...	⊙	UZ
Automation gets 1/1 and flying until end of turn. 2/2.					
Horn of Greed	ART	R	...	⊙	SH
Whenever any player plays a land, that player draws a card.					
Hornet Cannon	ART	U	...	⊙	SH
Put a token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.					
Hawking Mine	ART	R	...	⊙	LUR, 4th, 5th, 6th
During each player's draw phase, that player draws an additional card.					
Iron Maiden	ART	R	...	⊙	UL
During each of your opponent's upkeeps, Iron Maiden deals 1 damage to that player for each card more than four in his or her hand.					
Iron Star	ART	U	...	⊙	LUR, 4th, 5th, 6th
Gain 1 life for any red spell cast. Can only give 1 life per spell.					
Ivory Cup	ART	U	...	⊙	LUR, 4th, 5th, 6th
Gain 1 life for any white spell cast. Can only give 1 life per spell.					
Jade Monolith	ART	R	...	⊙	LUR, 4th, 5th, 6th
Redirect all damage from any creature to yourself.					
Jalium Tome	ART	R	...	⊙	AQ, CH, 5th, 6th
Draw a card and then discard a card of your choice.					
Joyous Tree	ART	R	...	⊙	LUR, 4th, 5th, 6th
Draw a card.					
Jet Medallion	ART	R	...	⊙	TM
Your black spells cost ⊙ less to play.					
Jinxed Idol	ART	R	...	⊙	TM
During your upkeep, Jinxed Idol deals 2 damage to you. Sacrifice a creature: Target opponent gains control of Jinxed Idol permanently.					
Jinxed Ring	ART	R	...	⊙	SH
Whenever any card is put into your graveyard from play, Ring deals 1 damage to you. Sacrifice a creature. Target opponent gains control of Ring permanently.					
Jinxer's Toolbox	AC	U	...	⊙	UL
Regenerate target artifact creature. 1/1.					
Kam, Silver Solen	AC	R	...	⊙	UZ
Whenever Kam blocks or becomes blocked, it gets +4/+4 until end of turn. Target noncreature artifact is an artifact creature with power and toughness each equal to its casting cost until end of turn. 4/4.					
Lead Solen	AC	U	...	⊙	MG, 6th
If Solen attacks, it doesn't untap during your next untap phase. 3/5.					
Lichess	ART	R	...	⊙	UZ
Whenever a creature is put into a graveyard and a creature is in play, return that creature from its graveyard to play at end of turn.					
Lotus Blossom	ART	R	...	⊙	UZ
During your upkeep, you may put a petal counter on Lotus Blossom. Sacrifice Blossom. Add X mana of one color to your mana pool, where X is the number of petal counters on Blossom.					
Lotus Petal	ART	C	...	⊙	TM
Sacrifice Lotus Petal: Add one mana of any color to your mana pool. Banned!					
Magnetic Web	ART	R	...	⊙	TM
If a creature with a magnet counter attacks, all creatures with magnet counters that air-locks controls attack if able and all creatures with magnet counters that defender controls that creature if able. Put a magnet counter on target creature.					
Mana Prism	ART	U	...	⊙	MG, 6th
Add 1 to your pool. Add one mana of any color to your pool.					
Marahin	AC	C	...	⊙	TM
Add one colorless mana to your mana pool. 1/1.					

MAGIC FACT Twiddle and Ironclaw Orcs are the only cards that were in the original set, taken out of Revised, then came back for Fourth Edition.

MAGIC DATA

	C=COMMON	U=UNCOMMON	R=RARE
ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source
			SC Summon Creature
			SL Summon Legend
			SOR Sorcery

NAME	KIND	CR	RATING	COST	SETS FOUND
Marble Diamond	ART	U	***		MG, 6th
Comes into play tapped. Add to your mana pool.					
Medicine Bag	ART	U	***		EX
Choose and discard a card. Regenerate target creature.					
Meekstone	ART	R	***		LUR, 4th, 5th, 6th
Creatures with power greater than 2 do not untap during untap phase.					
Memory Crystal	ART	R	***		EX
All outgoing costs are reduced by 1.					
Memory Jar	ART	R	***		UL
Sacrifice. Each player sets aside his or her hand, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she set aside this turn. Banned!					
Metabolic Silver	AC	C	***		TM
Metabolic Silver counts as a silver 1/1.					
Metrogroves	ART	R	***		UZ
When a spell or ability one of your opponents controls causes you to discard Metrogroves, put four 1/1 artifact Gnome tokens into play. Put a 1/1 artifact Gnome token into play.					
Milktanks	ART	U	***		AQ, R, 4th, 5th, 6th
Take the top 2 cards from target player's library and place them in that player's graveyard.					
Minotaur Automaton	AC	R	***		EX
Comes into play with two +1/+1 counters. 1. Discard a card. Put a +1/+1 counter on Automaton. Remove 2 +1/+1 counters from Automaton. Draw a card. O/D.					
Mistral's Helm	ART	R	***		UZ
Tap X lands.					
Mobile Fort	AC	U	***		UZ
Counts as a wall. Fort gets +3/+1 until end of turn and can attack this turn as though it were not a Wall. Play only once each turn. O/D.					
Mogg Cannon	ART	U	***		TM
Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature.					
Moss Diamond	ART	U	***		MG, 6th
Comes into play tapped. Add to your mana pool.					
Max Diamond	ART	R	***		SH
When Max Diamond comes into play, choose and discard a land card or sacrifice Max Diamond. Add one mana of any color to your mana pool.					
Mystic Compass	ART	U	***		AI, 6th
Target mana-producing land becomes a basic land type of your choice until end of turn.					
Noetic Scales	ART	R	***		UZ
During each player's upkeep, return to owner's hand each creature that player controls with power greater than the number of cards in his or her hand.					
Null Breach	ART	R	***		EX
Discard your hand. Counter target noncreature spell.					
Obsidian Golem	AC	U	***		LUR, 4th, 6th
4/6. We like to call him Larry.					
Ornithopter	AC	U	***		AQ, R, 4th, 5th, 6th
Flying. O/D. Despite what Tom Sizewski thinks, this card still sucks.					
Patagia Golem	AC	U	***		MG, 6th
Flying until end of turn. 2/3.					
Patchwork Gnomes	AC	U	***		TM
Choose and discard a card. Regenerate Patchwork Gnomes 2/1.					
Pearl Meditation	ART	R	***		TM
Your white spells cost less to play.					
Pentagon of the Ages	ART	R	***		IA, 5th, 6th
Prevent all damage done to you from one source.					
Phyrexian Colossus	AC	R	***		UZ
Does not untap during your untap phase. Pay 8 life. Untap Phyrexian Colossus. Cannot be blocked by fewer than three creatures. 8/3.					
Phyrexian Grimoire	ART	R	***		TM
Target opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other into your hand.					
Phyrexian Hulk	AC	U	***		TM
4/4.					
Phyrexian Processor	ART	R	***		UZ
When Processor comes into play, pay any amount of life. Put a Micon token into play. Treat this token as a black creature with power and toughness each equal to the original paid life total.					
Phyrexian Splicer	ART	U	***		TM
Choose flying, first strike, trample, or shadow. Target creature with that ability loses 1 until end of turn. Another target creature gains that ability until end of turn.					
Phyrexian Vault	ART	R	***		MG, 6th
Sacrifice a creature. Draw a card.					
Pit Trap	ART	U	***		UZ
Sacrifice Trap. Bury target attacking creature without flying.					
Portcullis	ART	R	***		SH
When a creature comes into play if there are two other creatures in play, set that creature aside. If Portcullis leaves play, put creature into play under owner's control.					
Primal Clay	AC	U	***		AQ, R, 4th, 5th, 6th
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.					
Puppet Strings	ART	U	***		TM
Tap or untap target creature.					
Purging Scythe	ART	R	***		UZ
During your upkeep, Scythe deals 2 damage to the creature with the lowest toughness. You choose which one if there is a tie.					
Quicksilver Amulet	ART	R	***		UL
Choose a creature card in your hand and put that creature into play.					
Ring of Gix	ART	R	***		UL
Echo. Tap target artifact, creature, or land.					
Ring of Rain	ART	U	***		LUR, 4th, 5th, 6th
Do 1 damage to any target.					
Ruby Meditation	ART	R	***		TM
Your red spells cost less to play.					
Sapphire Meditation	ART	R	***		TM
Your blue spells cost less to play.					
Scalding Tongue	ART	R	***		TM
During your upkeep, if you have three or fewer cards in your hand, Scalding Tongue deals 1 damage to target opponent.					
Scrapheap	ART	R	***		UL
Whenever an artifact or enchantment is put into your graveyard from play, gain 1 life.					
Scroll Rack	ART	R	***		TM
Choose any number of cards in your hand and set those cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Shifting Wall	AC	U	***	SH	SH
Counts as a Wall. Shifting Wall comes into play with X +1/+1 counters on it. O/D.					
Skull Catalyst	ART	U	***	IA, 5th, 6th	IA, 5th, 6th
Sacrifice a creature to do 2 damage to any target.					
Sky Diamond	ART	U	***	MG, 6th	MG, 6th
Comes into play tapped. Add to your mana pool.					
Skyscraper	ART	U	***	EX	EX
Sacrifice. All creatures you control gain flying until end of turn.					
Smokestack	ART	R	***	UZ	UZ
During your upkeep, you may put a counter on Smokestack. During each player's upkeep, that player sacrifices a permanent for each counter on Smokestack.					
Snake Basket	ART	R	***	VS, 6th	VS, 6th
Sacrifice Snake Basket. Put X Cobra tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery.					

STUMPERS

by Collin Jackson

Q: Can a Field Surgeon tap itself on the same turn it comes into play?

A: You may use the Field Surgeon's ability regardless of summoning sickness, because there's no tap symbol in the cost. Oh, and by the way—all questions this month come from the Seattle Urza's Destiny prerelease tournament.

Soul Net	ART	U	***	LUR, 4th, 5th, 6th
Gain 1 life when a creature is placed in the graveyard.				
Spellbook	ART	U	***	
Skip your discard phase.				
Sphere of Resistance	ART	R	***	
A spell's cost an additional 1 to play.				
Squeeze's Toy	ART	C	***	
Prevent 1 damage to any creature. Get it? Squeeze Toy? Grrrr.				
Static Orb	ART	R	***	
Players cannot untap more than two permanents during their untap phases.				
Storm Cauldron	ART	R	***	AI, 6th
During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return it to its owner's hand.				
Sword of the Chosen	ART	R	***	
Target legend gets +2/+2 until end of turn.				
Teleri's Puzzle Box	ART	R	***	VS, 6th
During each player's draw, that player counts the cards in his hand, puts those cards on the bottom of his library, and then draws that number of cards.				
Teletropter	AC	J	***	
Tap a creature you control. Teletropter gains flying until end of turn. 3/1.				
Temporal Aperture	ART	R	***	
Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its casting cost.				
Thopter Squadron	AC	R	***	
Flying. Comes into play with 3 +1/+1 counters. Remove a counter. Put a 1/1 flying artifact creature Thopter token into play. Play as a sorcery. Sacrifice a Thopter. Put a +1/+1 counter on Squadron. Play as a sorcery. O/D.				
Thran Lens	ART	R	***	
A permanents are colorless.				
Thran War Machine	AC	U	***	
Echo. Thran War Machine attacks each turn if able. 4/5.				
Thran Weaponry	ART	R	***	
You may choose not to untap Thran Weaponry during your untap phase. All creatures get +2/+2 as long as Thran Weaponry remains tapped.				
Thran Turbine	ART	U	***	
During your upkeep, you may add up to two colorless mana to your mana pool. This mana cannot be spent to play spells.				
Throne of Bones	ART	U	***	LUR, 4th, 5th, 6th
Can 1 life each time a black spell is cast. Use only once per spell.				
Thumbscrews	ART	R	***	
During your upkeep, if you have five or more cards in your hand, Thumbscrews deals 1 damage to target opponent.				

NAME	KIND	CR	RATING	COST	SETS FOUND
Ticking Gnomes	AC	U	***	UL	U
Echo. Sacrifice Ticking Gnomes. Ticking Gnomes deals 1 damage to target creature or player. 3/3.					
Torture Chamber	ART	R	***	TM	U
During your upkeep, put a counter on Chamber. At end of your turn, Chamber deals damage to you for each counter on it. Remove all counters from Chamber. Chamber deals 1 damage for each counter on it to target creature.					
Transmogrifying Lizard	AC	U	***	EX	U
Counts as a Lizard. Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature gets +1/+1 and counts as an artifact." You may pay to end this effect. 2/2.					
Umbilicus	ART	R	***	UZ	U
During each player's upkeep, that player pays 2 life or returns a permanent he controls to owner's hand.					
Urza's Armor	ART	U	***	UZ	U
Whenever a source deals damage to you, that damage is reduced by 1.					
Urza's Blueprints	ART	R	***	UL	U
Echo. Draw a card.					
Volrath's Laboratory	ART	R	***	SH	U
Choose a color and a creature type. Put a token creature into play. Treat this token as a 2/2 creature of the chosen color and creature type.					
Voltaic Key	ART	U	***	UZ	U
Untap target artifact.					
Wall of Jank	AC	U	***	UZ	U
Whenever Wall blocks, return it to owner's hand at end of combat. D/7.					
Wand of Denial	ART	R	***	VS, 6th	U
Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to put it into that player's graveyard.					
Watchdog	AC	U	***	TM	U
Blocks if able. If Watchdog is unblocked, all creatures attacking you get -1/0. 1/2.					
Wheel of Torture	ART	R	***	UL	U
During each of your opponent's upkeeps, Wheel of Torture deals 1 damage to the player for each card fewer than three in his or her hand.					
Whetstone	ART	R	***	UZ	U
Each player puts the top two cards of his library into his graveyard.					
Wirecat	AC	U	***	UZ	U
Wirecat cannot attack or block if an enchantment is in play. 4/3.					
Wooden Sphere	ART	U	***	LUR, 4th, 5th, 6th	U
Gain 1 life for any green spell cast. Use only once per spell.					
Workhorse	AC	R	***	EX	U
Comes into play with 4 +1/+1 counters. Remove a counter. Add one colorless mana to your mana pool. Play this ability as a mana source. O/D.					
Worn Powerstone	ART	U	***	UZ	U
Comes into play tapped. Add two colorless mana to your mana pool.					

BLACK

Abandon Hope

SOR

U

TM

Choose and discard X cards. Look at target opponent's hand and choose X of those cards. That player discards the chosen cards.

Abyssal Horror

SOR

R

UZ

Flying. When Horror comes into play, target player discards two cards. 2/2.

Abyssal Hunter

SOR

R

MG, 6th

Tap target creature. Abyssal Hunter deals to that creature an amount of damage equal to Abyssal Hunter's power. 1/1.

Abyssal Specter

SOR

U

IA, 5th, 6th

Flying. Opponent damaged by Specter must discard a card of his choice. 2/3.

Agonizing Memories

SOR

U

WL, 6th

Look at target player's hand. Choose two of those cards and put them on top of his or her library in any order.

Ashen Powder

SOR

R

MG, 6th

Take control of a creature from an opponent's graveyard.

Befool

SOR

C

UZ

Destroy target land and nonblack creature. A creature destroyed this way cannot be regenerated this turn.

Believing Fiend

SOR

R

TM

Flying. Whenever Believing Fiend damages any creature, Believing Fiend deals 3 damage to that creature's controller and 3 damage to you. 3/3.

Bereavement

EN

U

UZ

Whenever a green creature is put into a graveyard from play, its controller chooses and discards a card.

Blight

EL

U

LG, 4th, 5th, 6th

If target land is tapped, destroy it at end of turn.

Blighted Shaman

SC

U

MG, 6th

Sacrifice a creature. Give a creature +2/-2 until end of turn. Sacrifice a swamp. Give a creature +1/+1 until end of turn. 1/1.

Blood Pat

SC

C

TM, 6th

Sacrifice Blood Pat: Add to your mana pool. 1/1.

Blood Vassal

SC

C

4th

Sacrifice Vassal: Add to your mana pool. 2/2.

Bog Imp

IMP

1/1

You won't find clever quips like this one in *Quelk* or *Dry*.

Bog Raiders

SC

C

4th

Swampwalk. 2/2.

Bog Rats

SC

C

DK, 4th, 5th, 6th

Cannot be blocked by walls. 1/1.

Bog Wrath

SC

3/3

Quip is one of 11 four-letter Q-words. Quoz is not one of them.

Bone Shredder

SOR

U

2C

Flying, ace. When Shredder comes into play, destroy target nonartifact, nonblack creature. 1/1.

Bottomless Pit

EN

U

5th

During each player's upkeep, that player discards a card at random.

Bounty Hunter

SC

R

4th

Put a bounty counter on target nonblack creature. Destroy target creature with any bounty counters on it. 2/2.

Breach

INS

C

5th

Target creature gets +2/+0 until end of turn. That creature cannot be blocked except by artifact creatures and black creatures this turn.

Brink of Madness

EN

R

4th

During each player's upkeep, if you have no cards in hand, sacrifice Brink of Madness as target opponent discards his or her hand.

Brush with Death

SOR

C

4th

Backstab. Target opponent loses 2 life. You gain 2 life.

Cackling Fiend

SC

C

4th

When Fiend comes into play, each of your opponents discards a card. 2/1.

Cannibalize

SOR

C

4th

Choose two target creatures controlled by any one player. Remove one of those creatures from the game and put two +1/+1 counters on the other.

Carnophage

SC

C

4th

During your upkeep, pay 1 life or tap Carnophage. 2/2.

MAGIC

The Gathering

Players Guide

NAME	KIND	CR	RATING	COST	SETS FOUND
Carrian Beetles	SC	C	U2
Remove from the game on turn 3 to three target cards in one graveyard. 1/1.					
Carriquette	SC	R	TM
Remove Carriquette and target creature from the game. That creature's controller may pay 2 to counter this ability. Use this ability only if Carriquette is in your graveyard. 1/1.					
Cat Burglar	SC	C	EX
Target player discards a card. Play this ability as a sorcery. 2/2.					
Cat Silver	SC	C	TM
Each Silver gains "Regenerate this creature." 1/1.					
Ceremonial	SC	R	VS, TM 6th
Look at target opponent's hand and make him discard a card of your choice.					
Coffin Queen	SC	R	TM
You may leave Queen tapped. Put target creature from any graveyard into play under your control. Remove creature from the game if Coffin Queen becomes untapped or if you lose control of Coffin Queen. 1/1.					
Commander Greven #Vec-S	R	TM
When Commander Greven #Vec-S comes into play, sacrifice a creature. Greven can't be blocked except by artifact creatures and black creatures. 7/5.					
Contamination	EN	R	U2
During your upkeep, sacrifice a creature or sacrifice Contamination. Whenever a land is tapped for mana, it produces instead of its normal type and amount.					
Corpse Dance	INS	R	TM
Buyback. Put top creature from your graveyard into play. Creature is unaffected by summoning sickness this turn and is removed from the game at end of turn.					
Corrupt	SOR	C	U2
Corrupt deals 1 damage to target creature or player for each swamp you control. You gain life equal to the damage dealt.					
Corrupting Lizard	SC	U	SH
Corrupting Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact creatures and black creatures." instead of a creature. Move Corrupting Lizard onto target creature. You may pay 2 to end this effect. 2/2.					
Crazed Skiff	SC	U	U2
Flying. Unaffected by summoning sickness. 2/2.					
Croavex the Cursed	SL	R	SH
Counts as a Vampire. Comes into play with four +1/+1 counters. During your upkeep, sacrifice a creature and put a +1/+1 counter on Croavex or remove a +1/+1 counter from Croavex. Croavex gains flying until end of turn. 0/0.					
Culling the Weak	MS	C	EX
Sacrifice a creature: Add 2 to your mana pool.					
Cursed Flesh	EC	C	EX
Creature gets -1/-1 and can only be blocked by artifact and black creatures.					
Dark Banishing	INS	C	IA, MG, TM
Burn target non-black creature.					
Dark Hatching	SC	R	U2
Flying. When Hatching comes into play, bury target nonblack creature. 3/3.					
Darkest Hour	EN	R	U2
All creatures are black.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Dauthi Mercenary	SC	U	TM
Shadow. Dauthi Mercenary gets +1/+0 until end of turn. 2/1.					
Dauthi Mindripper	SC	U	TM
Shadow. Sacrifice Dauthi Mindripper. Defending player chooses and discards three cards. Use only when Mindripper is attacking and unblocked. 2/1.					
Dauthi Slayer	SC	C	TM
Shadow. Each turn, Dauthi Slayer attacks if able. 2/2.					
Dauthi Trapper	SC	U	SH
Target creature gains shadow until end of turn. 1/1.					
Dauthi Warlord	SC	U	EX
Shadow. Has power equal to the number of creatures with shadow in play. 7/1.					
Death Pits of Orc	EN	R	TM
Whenever any creature is dealt damage, destroy it. That creature cannot be regenerated this turn.					
Death Stroke	SOR	C	SH
Destroy target tapped creature.					
Death's Duet	SOR	C	EX
Return two target creature cards from your graveyard to your hand.					
Derelor	SC	R	FE, 5th, 6th
Your black spells cost an additional 4/4.					
Despondency	EC	C	U2
Enchanted Creature gets -2/-0. When Despondency is put into a graveyard from play, return it to owner's hand.					
Diabolic Edict	INS	C	TM
Target player sacrifices a creature.					
Diabolic Servitude	EN	U	U2
When Servitude comes into play, choose target creature in your graveyard and put it into play. When the chosen creature is put into a graveyard, remove the creature from the game and return Servitude to owner's hand. When Servitude leaves play, remove the chosen creature from the game.					
Discordant Dirge	EN	R	U2
During your upkeep, you may put a verse counter on Discordant Dirge. Sacrifice Dirge. Look at target opponent's hand and choose and discard up to X of these cards, where X is the number of verse counters on Dirge.					
Disturbed Burial	SOR	C	TM
Buyback. Return target creature from your graveyard to your hand.					
Doomsday	SOR	R	WL, 6th
Pay half your life, rounded up. Put your graveyard on top of your library. Then remove all but five cards of your library from the game. Put the rest on top of your library in any order.					
Dread of Night	EN	U	TM, 6th
All white creatures get -1/-1.					
Dregs of Sorrow	SOR	R	TM
Destroy X target nonblack creatures. Draw X cards.					
Drudge Skeletons	SC	C	L, R, 4th, 5th, 6th
Regenerates. 1/1.					
Dry Spell	SOR	C	HL, 6th
Dry Spell deals 1 damage to each creature and player.					
Dungeon Shade	SC	C	SH
Flying. Dungeon Shade gets +1/+1 until end of turn. 1/1.					
Duress	SOR	C	U2
Look at target opponent's hand and discard a noncreature, nonland card there.					
Eastern Paladin	SC	R	TM
Destroy target green creature. 3/3.					
Endless Scream	EC	C	U2
Enchanted creature gets +X/+0.					
Enfeeblement	FC	C	MG, TM, 6th
Enchanted creature gets -2/-2.					
Engineered Plague	EN	U	U2
When Engineered Plague comes into play, choose a creature type. All creatures of the chosen type get -1/-1.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Extinction	SOR	R	TM
Destroy all creatures of any creature type of your choice.					
Fallen Angel	SC	U	LG, 5th, 6th
Sacrifice a creature: Fallen Angel gains +2/+1 until end of turn. 3/3.					
Fatal Blow	INS	C	WL, 6th
Bury target creature that was damaged this turn.					
Fear	EC	C	L, R, 4th, 5th, 6th
Only black or artifact creatures may block target creature.					
Feast of the Unicorn	EC	C	HL, 6th
Target creature gets +4/+0.					
Feral Shadow	SC	C	MG, 6th
Flying. 2/1.					
Fevered Convulsions	EN	R	TM
Put a -1/-1 counter on target creature.					
Flesh Reaver	SC	U	U2
Whenever Reaver successfully deals damage to a creature or opponent, Reaver deals an equal amount of damage to you. 4/4.					
Fog of Gnats	SC	C	U2
Flying. Regenerate Fog of Gnats. 1/1.					
Forbidden Crypt	EN	R	MG, 6th
For each card you would draw, instead choose a card in your graveyard and put it into your hand. If you cannot, you lose the game. When a card is put into your graveyard, remove it from the game.					
Foul Imp	SC	C	SH
Flying. When Foul Imp comes into play, lose 2 life. 2/2.					
Fugue	SOR	U	EX
Target player chooses and discards three cards.					
Giant Cockroach	SC	C	U2
4/2.					
Gravedigger	SC	C	TM
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand. 2/2.					
Grave Pact	EN	R	SH
Whenever any creature you control is put into any graveyard, each other player sacrifices a creature.					
Gravebane Zombie	SC	C	MG, 6th
Zombie is put into graveyard from play, put it on top of owner's library. 3/2.					
Gravewalker	SC	C	TM, 6th
When Gravewalker comes into play, you may return target creature card from your graveyard to your hand. 2/2.					
Greed	EN	R	LG, 4th, 6th
Pay 2 life. Draw a card.					
Grolub	SC	C	EX
For each 1 damage dealt to Grolub, each opponent gains 1 life. 3/3.					
Hatred	INS	R	EX
Pay X life. Target creature gets +X/+0 until end of turn.					
Hecatomb	EN	R	IA, 5th, 6th
Sacrifice four creatures when Hecatomb comes into play. Tap a swamp you control to have Hecatomb deal 1 damage to any target.					
Hidden Horror	SC	U	WL, 6th
When Horror comes into play, discard a creature card or bury Horror. 4/4.					
Hollow Dogs	SC	C	U2
Whenever Dogs attacks, it gets +2/+0 until end of turn. 3/3.					
Howl from Beyond	INS	C	LUR, 4th, 5th, 6th
Target creature gains +X/+0 until end of turn.					
Il-Gotten Gains	SOR	R	U2
Remove Il-Gotten Gains from the game. All players discard their hands, then each player puts up to three cards from his or her graveyard into his or her hand.					
Imp's Taunt	INS	U	TM
Buyback. Target creature attacks this turn if able.					
Infernal Contract	SOR	R	MG, 6th
Pay half your life, rounded up. Draw four cards.					
Keeper of the Dead	SC	U	EX
Destroy target nonblack creature. Play this ability only if that creature's controller has at least two fewer creature cards in his or her graveyard than you have in yours. 1/2.					
Kezzerdrix	SC	R	TM
First strike. During your upkeep, if your opponents control no creatures, Kezzerdrix deals 4 damage to you. 4/4.					
Kjeldoran Dead	SC	C	IA, 5th, 6th
You must sacrifice a creature when Dead comes into play. Regenerate. 3/1.					
Knight of Dusk	SC	U	TM
Destroy target creature blocking Knight of Dusk. 2/2.					
Lab Rats	SOR	C	SH
Buyback. Put a 1/1 black rat token into play.					
Leeching Lizard	SC	U	TM
Lizard loses this ability and becomes a creature enchantment that reads "During the upkeep of enchanted creature's controller, Leech deals 1 damage to that player." instead of a creature. You may pay 2 to end this effect. 2/2.					
Leshrac's Rite	EC	U	IA, 5th, 6th
Enchanted creature gains swampwalk.					
Living Death	SOR	R	TM
Set aside all creature cards in all graveyards. Then, put each creature that is in play into its owner's graveyard. Then, put each creature card set aside into play.					
Looming Shade	SC	C	U2
Shade gets +1/+1 until end of turn. 1/1.					
Last Soul	SC	C	LG, 4th, 5th, 6th
Swampwalk. 2/1.					
Lurking Evil	EN	R	U2
Pay half your life: Evil becomes a 4/4 creature with flying that counts as a Horror.					
Lurking Skirge	EN	R	U2
When a creature is put into one of your opponents' graveyards, Skirge becomes a 3/2 creature with flying that counts as an Imp.					
Maddening Imp	SC	R	TM
Flying. All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat. 1/1.					
Mana Leech	SC	U	U2
You may choose not to untap Leech. Tap target land. As long as Leech remains tapped, that land does not untap during its controller's untap phase. 1/1.					
Marsh Lurker	SC	C	TM
Sacrifice a swamp: Marsh Lurker cannot be blocked this turn except by artifact creatures and black creatures. 3/2.					
Megrim	EN	U	SH
Whenever any opponent discards a card, Megrim deals 2 damage to him.					

KILLER COMBOS



Darkling Stalker	SC	C	TM
Regenerates. Stalker gets +1/+1 until end of turn. 1/1.					
Dauthi Cuthroat	SC	U	EX
Shadow, ...: Destroy target creature with shadow. 1/1.					
Dauthi Embrace	EN	U	TM
...: Target creature gains shadow until end of turn.					
Dauthi Ghoul	SC	U	TM
Shadow. Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on Dauthi Ghoul. 1/1.					
Dauthi Horror	SC	C	TM
Shadow. Dauthi Horror cannot be blocked by white creatures. 2/1.					
Dauthi Jackal	SC	C	EX
Shadow, ...: Sacrifice Jackal: Destroy target blocking creature. 2/1.					
Dauthi Marauder	SC	C	TM
Shadow. 3/1.					

NAME KIND CR RATING COST SETS FOUND

Mind Maggots	SC	U	***	●●●	EX
When Maggots comes into play, discard any number of creature cards. For each card discarded this way, put two +1/+1 counters on Maggots. 2/2.					
Mind Peel	SOR	U	**	●●	SH
Buyback ●●●. Target player chooses and discards a card.					
Mind Warp	SOR	U	***	●●●	IA,5th,6th
Look at a player's hand and make him discard X cards of your choice.					
Mindwarper	SC	R	***	●●●	SH
Come into play with three +1/+1 counters. ●●●. Remove a +1/+1 counter. Target player chooses and discards a card. Play this ability as a sorcery. 0/0					
Mindwhip Slicer	SC	U	**	●●	TM
Each Slicer gains: ●●. Sacrifice this creature. Target player discards a card at random. Play this ability as a sorcery. 2/2.					
Minion of the Wastes	SC	R	***	●●●	TM
Trample. When you play Minion of the Wastes, pay any amount of life. Minion has power and toughness each equal to that amount. 7/.					
Mischievous Pottergeist	SC	U	***	●●●	WL, 6th
Flying. Pay 1 life. Regenerate. 1/1.					
Morgue Thrull	SC	C	**	●●	SH
Sacrifice Thrull. Put the top three cards of your library into your graveyard. 2/2					
Mortuary	EN	R	***	●●●	SH
Whenever any creature is put into your graveyard from play, put that creature on top of your library.					
Nausea	SOR	C	**	●●	EX
All creatures get -1/-1 until end of turn.					
Necrologia	INS	U	***	●●●	EX
Play Necrologia only during your discard phase. Pay X life. Draw X cards.					
Necrosavant	SC	R	***	●●●	VS, 6th
●●●. Sacrifice a creature. Put Necrosavant into play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard. 5/5.					
Nightmare	SC	R	***	●●●	L,4th,5th,6th
Flying. Power and toughness equal number of swamps controller has. 7/.					
No Mercy	EN	R	***	●●●	UL
Whenever a creature successfully deals damage to you, destroy it.					
No Rest for the Wicked	EN	U	***	●●●	UL
Sacrifice No Rest. Return to your hand all creature cards put into your graveyard from play this turn.					
Oath of Ghoul	EN	R	***	●●●	EX
During each player's upkeep, if there are more creature cards in that player's graveyard than in target opponent's graveyard, the player may return a creature card from his graveyard to his hand.					
Oppression	EN	R	**	●●	UZ
Whenever a player successfully casts a spell, that player discards a card.					
Order of Yawgmooth	SC	U	***	●●●	UZ
Order cannot be blocked except by black or artifact creatures. Whenever Order deals damage to a player, that player chooses and discards a card. 2/2.					
Ostracize	SOR	C	***	●●●	UL
Look at target opponent's hand and choose a creature card there. That player discards that card.					
Painful Memories	SOR	U	***	●●●	MG, 6th
Look at target opponent's hand and put one card on top of his or her library.					
Parasite Bond	EC	U	**	●●	UZ
During upkeep of enchanted creature's controller, Bond deals 2 damage to that player.					
Perish	SOR	U	***	●●●	TM, 6th
Destroy all green creatures. Those creatures cannot be regenerated this turn.					
Persecute	SOR	R	***	●●●	UZ
Choose a color. Look at target player's hand and discard all cards of chosen color.					
Pestilence	EN	C	***	●●●	L,4th,5th,6th, UZ
At the end of each turn, if no creatures are in play, sacrifice Pestilence. ●●. Pestilence deals 1 damage to each creature and player.					
Phryxian Broodlings	SC	C	***	●●●	UL
●●. Sacrifice a creature. Put a +1/+1 counter on Broodlings. 2/2.					
Phryxian Debaser	SC	C	***	●●●	UL
Flying. ●●. Sacrifice. Target creature gets -2/-2 until end of turn. 2/2.					
Phryxian Defiler	SC	U	***	●●●	UL
●●. Sacrifice. Target creature gets -3/-3 until end of turn. 3/3.					
Phryxian Denouncer	SC	C	***	●●●	UL
●●. Sacrifice. Target creature gets -1/-1 until end of turn. 1/1.					
Phryxian Ghoul	SC	C	***	●●●	UL
Sacrifice a creature. Ghoul gets +2/+2 until end of turn. 2/2.					
Phryxian Plaguebearer	SC	R	***	●●●	UL
●●. Sacrifice. Target creature gets -4/-4 until end of turn. Sacrifice a creature. Target creature gets -1/-1 until end of turn. 4/4.					
Phryxian Reclamation	EN	U	***	●●●	UL
●●. Pay 2 life. Return target creature card from your graveyard to your hand.					
Pit Imp	SC	C	**	●●	TM
Flying. ●●. Pit Imp gets +1/+0 until end of turn. You cannot spend more than ●● in this way each turn. 0/1.					
Pit Spawn	SC	R	***	●●●	EX
First strike. During your upkeep, pay ●● or sacrifice Pit Spawn. If Pit Spawn damages any creature, remove that creature from the game. 6/4.					
Plague Beetle	SC	C	**	●●	UL
Swampwalk. 1/1.					
Plaguebearer	SC	R	***	●●●	EX
●●●. Destroy target nonblack creature with casting cost equal to X. 1/1.					
Planar Void	EN	U	**	●●	UZ
Whenever a card is put into a graveyard, remove that card from the game.					
Priest of Gix	SC	U	***	●●●	UZ
When Priest of Gix comes into play, add ●●● to your mana pool. 2/1.					
Python	SC	C	**	●●	VS, 6th
3/2.					
Rabid Rats	SC	C	**	●●	SH
Target blocking creature gets -1/-1 until end of turn. 1/1.					
Rag Man	SC	R	***	●●●	DK,4th,5th,6th
●●●. Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.					
Rain of Fire	INS	U	**	●●	UZ
Each land you control gains: "Sacrifice: Add ●● to your pool" until end of turn.					
Rain of Tears	SOR	U	***	●●●	TM
Destroy target land.					
Raise Dead	SOR	C	***	●●●	L,4th,5th,6th
Bring a creature from your graveyard into your hand.					
Rank and File	SC	U	**	●●	UL
When Rank and File comes into play, all green creatures get -1/-1 until end of turn. 3/3.					
Rats of Rath	SC	C	**	●●	TM
●●. Destroy target artifact, creature, or land you control. 2/1.					
Ravenous Skirge	SC	C	**	●●	UZ
Flying. Whenever Skirge attacks, it gets +2/+0 until end of turn. 1/1.					
Razorooth Rats	SC	C	**	●●	WL, 6th
Cannot be blocked except by artifact creatures and black creatures. 2/1.					

NAME KIND CR RATING COST SETS FOUND

Reanimate	SOR	U	***	●●●	TM
Put target creature card from any graveyard into play under your control. Lose life equal to that creature's total casting cost.					
Reckless Spite	INS	U	***	●●●	TM
Destroy two nonblack creatures. Loss 5 life.					
Reclusive Wight	SC	U	**	●●	UZ
During your upkeep, if you control any other nonland permanents, sacrifice Wight. 4/4					
Recurring Nightmare	EN	R	***	●●●	EX
Sacrifice a creature. Return Recurring Nightmare to owner's hand. Put target creature card from your graveyard into play. Play this ability as a sorcery. Banner!					
Reprocess	SOR	R	***	●●●	UZ
Sacrifice any number of artifacts, creatures and/or lands and draw a card for each one sacrificed this way.					





























STUMPERS

Revenant	SC	R	***	●●●	SH
Flying. Revenant has power and toughness each equal to the number of creature cards in your graveyard. 7/.					
Sadistic Glee	EC	C	**	●●	TM
Whenever any creature is put into any graveyard from play, put a +1/+1 counter on enchanted creature.					
Sanguine Guard	SC	U	***	●●●	UZ
First strike. ●●. Regenerate. 2/2.					
Sarcasmancy	EN	R	***	●●●	UZ
Put a 2/2 black Zombie token into play. During your upkeep, if there are no Zombies in play, Sarcasmancy deals 1 damage to you.					
Scare Tactics	INS	C	**	●●	EX
All creatures you control get +1/+0 until end of turn.					
Scathe Zombies	SC	C	***	●●●	L, 4th, 5th, 6th
2/2. Tzzzz.					
Screaching Harry	SC	U	***	●●●	TM
Flying. ●●. Regenerate. Screaching Harry. 2/2.					
Sengir Autocrat	SC	R	***	●●●	HL, 5th, 6th
When Autocrat comes into play, put three 0/1 black creatures into play. 2/2.					
Serpent Warrior	SC	C	**	●●	SH
When Serpent Warrior comes into play, lose 3 life. 3/3.					
Servant of Volrath	SC	C	**	●●	TM
If Servant of Volrath leaves play, sacrifice a creature. 3/3					
Sick and Tired	INS	C	**	●●	UL
Two target creatures each get -1/-1 until end of turn.					
Sicken	EC	C	**	●●	UZ
Enchanted creature gets -1/-1. Cycling.					
Skeleton Scavengers	SC	R	***	●●●	SH
Skeleton Scavengers comes into play with one +1/+1 counter on it. Pay ●● for each +1/+1 counter on Skeleton Scavengers. Regenerate Skeleton Scavengers and put a +1/+1 counter on it. 0/0.					
Skirge Familiar	SC	U	**	●●	UZ
Flying. Choose and discard a card: Add ●● to your mana pool. 3/2.					
Skittering Skirge	SC	C	**	●●	UZ
Flying. When you successfully cast a creature spell, sacrifice Skirge. 3/2.					
Skyshroud Vampire	SC	U	***	●●●	TM
Flying. Discard a creature card: Vampire gets +2/+2 until end of turn. 3/3.					
Slaughter	INS	U	***	●●●	EX
Buyback—Pay 4 life. Destroy target nonblack creature. That creature cannot be regenerated this turn.					
Sleeper Agent	SC	R	**	●●	UZ
When Agent comes into play, target opponent gains control of it. During your upkeep, Agent deals 2 damage to you. 3/3.					
Sleeper's Guide	EC	C	**	●●	UL
Enchanted creature cannot be blocked except by artifact creatures and black creatures. When Sleeper's Guide is put into a graveyard from play, return Sleeper's Guide to owner's hand.					
Souldrinker	SC	U	**	●●	TM
Pay 3 life: Put a +1/+1 counter on Souldrinker. 2/2.					

NAME KIND CR RATING COST SETS FOUND

Spike Cannibal	SC	U	**	●●	EX
Come into play with one +1/+1 counter. When Cannibal comes into play, move all +1/+1 counters from all creatures onto Cannibal. 0/0.					
Spinal Graft	EC	C	**	●●	TM
Enchanted creature gets +3/+3. If enchanted creature is the target of a spell or ability, destroy the creature. Creature cannot regenerate this turn.					
Spined Fluke	SC	U	***	●●●	UZ
When Fluke comes into play, sacrifice a creature. ●●. Regenerate. 5/1.					
Strands of Night	EN	U	***	●●●	WL, 6th
●●. Pay 2 life. Sacrifice a swamp. Put target creature card from your graveyard into play.					
Stromgald Cabal	SC	R	***	●●●	IA, 5th, 6th
●●. Pay 1 life to counter a white spell. 2/2.					
Stronghold Assassin	SC	R	***	●●●	SH
●●. Sacrifice a creature. Destroy target nonblack creature. 2/1.					
Stronghold Taskmaster	SC	U	**	●●	SH
All other black creatures get -1/-1. 4/3.					
Stupor	SOR	R	***	●●●	MG, 6th
Opponent discards a card at random, then chooses and discards a card.					
Subversion	EN	R	***	●●●	UL
During your upkeep, each of your opponents loses 1 life. Gain 1 life for each 1 life lost this way.					
Swat	INS	C	**	●●	UL
Destroy target creature with power 2 or less. Cycling.					
Syphon Soul	SOR	C	**	●●	LG, 6th
Do 2 damage to all players except caster. Gain life equal to total damage dealt.					
Tainted Ether	EN	R	***	●●●	UZ
Whenever a creature comes into play, its controller sacrifices a creature or land.					
Terror	INS	C	***	●●●	L, 4th, 5th, 6th
Bury target creature. Cannot target black or artifact creatures.					
Tethered Skirge	SC	U	**	●●	UL
Flying. Whenever Skirge becomes the target of a spell or ability, lose 1 life. 2/2.					
Thrull Surgeon	SC	C	**	●●	EX
●●. Sacrifice Surgeon. Look at target player's hand and choose one of those cards. That player discards that card. Play this ability as a sorcery. 1/1.					
Torment	EC	C	**	●●	SH
Enchanted creature gets -3/-0.					
Tortured Existence	EN	C	**	●●	SH
Choose and discard a creature card. Return target creature card from your graveyard to your hand.					
Treachorous Link	EC	U	**	●●	UL
Redirect to its controller all damage dealt to enchanted creature.					
Unearth	SOR	C	***	●●●	UL
Choose target creature card in your graveyard with total casting cost 3 or less and put that creature into play. Cycling.					
Unnerve	SOR	C	**	●●	EX
Each of your opponents chooses and discards two cards.					
Unworthy Debt	SC	C	***	●●●	UL
●●. Regenerate. 1/1.					
Vampire Hounds	SC	C	**	●●	EX
Choose and discard a creature card. Hounds gets +2/+2 until end of turn. 2/2.					
Vampire Embrace	EC	U	**	●●	UL
Enchanted creature gets +2/+2 and flying. Whenever a creature successfully dealt damage by enchanted creature this turn is put into a graveyard, put a +1/+1 counter on enchanted creature.					
Vampire Tutor	INS	R	***	●●●	VS, 6th
Pay 2 life. Search your library for any one card. Shuffle your library, then put the card on top of your library.					
Veblud	SC	R	***	●●●	UL
Come into play with one +1/+1 counter on it. During your upkeep, you may put a +1/+1 counter on Veblud. When Veblud attacks or blocks, destroy it at end of combat. 0/0.					
Vicimize	SOR	U	**	●●	EX
Choose two target creature cards in your graveyard. Sacrifice a creature and put the two chosen creatures into play topped.					
Vile Requiem	EN	U	***	●●●	UL
During your upkeep, you may put a counter on Requiem. ●●. Sacrifice Requiem: Destroy up to X target nonblack creatures, where X is the number of counters on Requiem. Those creatures cannot be regenerated this turn.					
Vorath's Dungeon	EN	R	***	●●●	UL
Any player may pay 5 life during his or her turn to destroy Vorath's Dungeon. Choose and discard a card. Target player chooses a card in his hand and puts the card on top of his library. Play this ability as a sorcery.					
Wall of Souls	SC	U	**	●●	UL
Whenever Wall of Souls is dealt combat damage, it deals an equal amount of damage to target opponent. 0/4.					
Western Paladin	SC	R	**	●●	UL
●●. Destroy target white creature. 3/3.					
Witch Engine	SC	R	**	●●	UL
Swarmwark. ●●. Add ●●●● to your mana pool. Target opponent gains control of Witch Engine. 4/4.					
Yawgmoth's Edict	EN	U	**	●●	UL
Whenever one of your opponents successfully casts a white spell, that player loses 1 life and you gain 1 life.					
Yawgmoth's Will	SOR	R	***	●●●	UL
Until end of turn, you may play cards in your graveyard as though they were in your hand. Cards put into your graveyard this turn are removed from the game.					
Zombie Master	SC	R	**	●●	L, 4th, 5th, 6th
At zombies in play gain swarmwark and may regenerate for 2/3.					

NAME	KIND	CR	RATING	COST	SETS	FOUND
Equilibrium	EN	R	***	③④⑤		EX
Whenever you successfully cast a creature spell, you may pay ③ to return target creature to owner's hand.						
Ertai, Wizard Adept	SL	R	**	③④⑤		EX
Ertai, Wizard Adept counts as a Wizard. ③④⑤: Counter target spell. Play this ability as an interrupt. 1/1.						
Ertai's Meddling	INT	R	***	③④⑤		EX
When target spell is successfully cast, put X delay counters on it. X cannot be 0. During each upkeep of that spell's cast, remove a delay counter from the spell. If the spell has no delay counters on it, it resolves.						
Escaped Shapeshifter	SC	R	**	③④⑤		TM
As long as your opponent controls any creatures with flying, Shapeshifter gains flying. The same for first strike, trample, and protection from any color. 3/4.						
Evacuation	MS	R	***	③④⑤		SH
Return all creatures to owner's hands.						
Exhaustion	SOR	U	**	③④⑤		U2
Creatures and lands target opponent controls do not untap during his or her next untap phase.						
Fade Away	SOR	C	**	③④⑤		EX
For each creature, that creature's controller pays ③ to sacrifice a permanent.						
Fighting Drake	SC	U	**	③④⑤		TM
Flying 2/4						
Flash	HS	R	**	③④⑤	MG, 6th	
Put a creature from your hand into play. Pay the creature's casting cost reduced by up to ②. If you cannot, bury the creature.						
Fleeing Image	SC	R	**	③④⑤		UL
Flying. ③④⑤: Return Image to owner's hand. 2/1.						
Flight	FC	C	**	③④⑤	LUR 4th, 5th, 6th	
Target creature now has flying.						
Fog Bank	SC	U	**	③④⑤		U2
Flying. Bank does not deal or receive combat damage. 0/2.						
Fog Elemental	SC	C	**	③④⑤	WL, 6th	
Flying. If Elemental attacks or blocks, bury it at end of combat. 4/4.						
Forbidden	INT	U	**	③④⑤		EX
Boycott—Choose and discard two cards. Counter target spell.						
Forget	SOR	R	**	③④⑤	HL, 5th, 6th	
Target player discards two cards and then draws two cards.						
Frantic Search	MS	C	**	③④⑤		UL
Draw two cards, then choose and discard two cards. Untap up to three lands.						
Fyresong	SC	U	**	③④⑤		TM
Flying. Cannot be blocked by blue creatures. ③: Target creature is blue until end of turn. 1/3.						
Gaseous Form	EC	C	**	③④⑤	LG 4th, 5th, 6th, TM	
Target creature neither deals nor receives damage in combat.						
Giant Crab	SC	C	**	③④⑤		TM
③: Undeal end of turn. Crab cannot be the target of spells or abilities. 3/3.						
Gilded Drake	SC	R	**	③④⑤		U2
Flying. When Drake comes into play, exchange control of Drake for target creature one of your opponents controls or sacrifice Drake. 3/3.						
Glacial Wall	SC	U	**	③④⑤	IA, 5th, 6th	
0/7.						
Gloating Lizard	SC	U	**	③④⑤		SH
③④⑤: Gloating Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature gains flying" instead of a creature. Move Gloating Lizard onto target creature. You may pay ③ to end this effect. 2/2.						

NAME	KIND	CR	RATING	COST	SETS FOUND
Inspiration	INS	C	••	 	VS. 6th
Target player draws two cards					
Interdict	INT	U	•••	  	TM
Counter target artifact, creature, enchantment, or land ability requiring an activation cost.					
Abilities of that permanent cannot be played again this turn. Draw a card.					
Intervene	INT	C	••		UL
Counter target spell that targets a creature.					
Intruder Alarm	EN	R	•••		SH
Creatures do not untap during their controllers' untap phases. Whenever any creature comes into play, untap all creatures.					
Intuition	INS	R	••••	  	TM
Search your library for any three cards and reveal them to target opponent. He or she chooses one. Put that card into your hand and the rest into your graveyard.					
Shuffle your library afterwards					
Juxtapose	SOR	R	••••		L.G.CH.5th,6th
Caster and target player each choose their highest-costing-cost creature and exchange control of them. Then do the same for artifacts.					
Keeper of the Mind	SC	U	•••	  	EX
 Draw a card. Play this ability only if target opponent has at least two more cards in hand than you. 1/2.					
Killer Whale	NS	U	•••		EX
 Killer Whales gains flying until end of turn. 3/5.					
King Crab	SC	J	••		UL
 Put target green creature on top of owner's library. 4/5.					
Launch	FC	C	•		UZ
Enchanted creature gains flying. When Launch is put into a graveyard from play return Launch to owner's hand					
Leap	INS	C	••	 	SH
Target creature gains flying until end of turn. Draw a card.					
Legacy's Allure	EN	U	•••		TM
During your upkeep, you may put a treasure counter on Legacy's Allure. Sacrifice Legacy's Allure. Permanently gain control of target creature with power no greater than the number of treasure counters on Legacy's Allure					
Legendermain	SOR	U	••••	   	TM
Permanently exchange control of target artifact or creature for control of target permanent of the same type					
Levitation	EN	U	••••	   	
All creatures you control gain flying					
Library of Lat-Ham	SOR	R	••••		AL. 6th
Opponent chooses. You draw three cards at the beginning of the next turn's upkeep or you search your library for a card.					
Lifting Refrain	EL	U	••		UZ
During your upkeep, put a counter on Refrain. Sacrifice. Counter target spell unless its caster pays an additional X, where X is the number of counters on Refrain.					
Lingering Mirage	EL	U	••		UZ
Enchanted land is an Island. Cycling.					
Lord of Atlantis	SC	R	••	  	L.U.R.4th,5th,6th
All Merfolk in play gain Islandwalk and +1/+1. 2/2					
Mana Breach	EN	U	••		EX
When any player plays a spell, that player returns a land he controls to his hand.					
Mana Leak	INT	C	••••		SH
Counter target spell unless its caster pays an additional 					
Mena Severance	SOR	R	•••		TM
Search your library for any number of land cards and remove them from the game. Shuffle your library afterwards					

IND GRACE: Admittedly, the Thran Golem and a creature enchantment is about as clever a combo as a Swamp and a Dark Ritual, but there's something especially sweet about having a 5/5 flying, first-striking trampler that mages dedicated to red and/or black are powerless to handle.

Great Whale	SC	R	**			Uz	Mana Short	INS	R	***			LUR.4th, 6th
When White comes into play, untap up to seven lands, 5/6.							<i>All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.</i>						
Hammerhead Shark	SC	U	**			SH	Manta Riders	SC	C	**			TM
Shark cannot attack unless defending player controls any islands, 2/3.							<i>Manta Riders gains flying until end of turn, 1/1.</i>						
Harmattan Efreest	SC	U	***			MG, 6th	Mask of the Mimic	INS	U	***			SH
Flying. If SC: Target creature gains flying until end of turn, 2/2-.							<i>Sacrifice a creature: Search your library for any copy of target creature card and put it into play. Shuffle your library afterwards.</i>						
Hermetic Study	EC	C	**			UZ	Mawcor	SC	R	***			TM
Enchanted creature gains "Deals 1 damage to target creature or player."							<i>Flying. Mawcor deals 1 damage to target creature or player, 3/3.</i>						
Hesitation	EN	U	****			SH	Meditate	INS	R	****			TM
If any spell is played, counter that spell and sacrifice Hesitation.							<i>Skip your next turn: Draw four cards.</i>						
Nibernation	INS	U	**			UZ	Memory Lapse	INT	C	***			HL.MG,5th,6th
Return all green permanents to owners' hands.							<i>Counter target spell. Put that spell on top of its owner's library.</i>						
Horned Turtle						TM, 6th	Merfolk Looter	SC	C	**			EX
1/4.							<i>Draw a card, then choose and discard a card, 1/1.</i>						
Horseshoe Crab	SC	C	**				Merfolk of Pearl Trident	SC	C	*			LUR.4th,5th,6th
Untap Horseshoe Crab, 1/3.							1/1.						
Imaginary Pet	SC	R	**			UZ	Mind Games	INS	C	**			SH
During your upkeep, if you have a card in hand, return Pet to your hand, 4/4.							<i>Buyback. Tap target artifact, creature, or land.</i>						
Insight	EN	U	**			TM, 6th							
Whenever target opponent successfully casts a green spell, draw a card.													

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE


ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

NAME	KIND	CR	RATING	COST	SETS FOUND
Mind Over Matter	EN	R	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	EX
Choose and discard a card; Tap or untap target artifact, creature, or land.					
Mirozel	SC	U	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	EX
Flying. If Mirozel is the target of any spell or ability, return Mirozel to owner's hand 2/3.					
Miscalculation	INT	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UL
Counter target spell unless its caster pays an additional 2. Cycling.					
Mnemonic Silver	SC	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Each Silver gains 2. Sacrifice this creature. Draw a card. 2/2.					
Morphing	SC	R	****	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Untap Morphing. Morphing gains flying until end of turn.					
Morphing cannot be the target of spells or abilities until end of turn.					
Morphing gets +1/-1 until end of turn. Morphing gets -1/+1 until end of turn 3/3.					
Mystical Tutor	INS	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	MG, 6th
Search your library for an instant, interrupt, mana source, or sorcery and reveal that card to all players. Put the card back on top of your library.					
Oath of Scholars	EN	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	EX
During each player's upkeep, if that player has fewer cards in hand than target opponent, the player may discard his hand and draw three cards.					
Opportunity	INS	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UL
Target player draws four cards.					
Palinchron	SC	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	JL
Flying. When Palinchron comes into play, untap up to seven lands.					
Return Palinchron to owner's hand 4/5.					
Pendrell Drake	SC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Flying. Cycling 2/3.					
Pendrell Flux	EC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Enchanted creature gains 2. During your upkeep, pay this creature's casting cost or sacrifice it.					
Peregrine Drake	SC	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Flying. When Peregrine Drake comes into play, untap up to five lands 2/3.					
Phantasmal Terrain	EL	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	L.U.R. 4th, 5th, 6th
Target land switches to any basic land type chosen by caster.					
Phantom Warrior	SC	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	WL, 6th
Phantom Warrior is unblockable 2/2.					
Polymorph	SOR	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	MG, 6th
Bury target creature. Its controller reveals cards from top of his library until a creature card is revealed, then puts the creature into play under his control as if it were just played. The player shuffles all other revealed cards into library.					
Power Sink	INT	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	L.U.R. 4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th
Counter target spell unless its caster spends 2. Spell's caster must spend all mana from lands and mana pool until X is met.					
Power Taint	EE	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
During the upkeep of enchanted enchantment's controller, that player pays 2 or loses 2 life. Cycling.					
Precognition	EN	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
During your upkeep, you may look at the top card of target opponent's library. You may then put that card on the bottom of his or her library.					
Prodigal Sorcerer	SC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	L.U.R. 4th, 5th, 6th
Prodigal Sorcerer deals 1 damage to target creature or player. 1/1.					
Propaganda	EN	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Each turn, each creature cannot attack unless its controller pays an additional 2 for that creature.					
Prosperity	SOR	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	VS, 6th
Each player draws 2 cards.					
Psychic Transfer	SOR	R	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	MG, 6th
Compare your life total with target player. If the difference is 5 or less and you have at least 1 life, exchange life totals with that player.					
Psychic Venom	SC	L	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	L.U.R. 4th, 5th, 6th
Do 2 damage to target land or creature whenever the land is tapped.					
Ransack	SOR	L	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	SH
Look at the top five cards of target player's library. Put any number of those cards on the bottom of that library in any order and the rest on top.					
Raven Familiar	SC	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UL
Flying. Each time Familiar comes into play, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. 1/2.					
Rebound	INT	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	SH
Target spell, which targets a single player, targets a player of your choice instead.					
Rebuild	INS	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UL
Return all artifacts to owners' hands. Cycling.					
Recall	SOR	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	L.G. 4th, 5th, 6th
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.					
Recantation	EN	R	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
During your upkeep, you may put a counter on Recantation. Sacrifice Recantation: Return up to X target permanents to owner's hand, where X is the number of counters on Recantation.					
Reins of Power	INS	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	SH
You and target opponent each untap and gain control of all creatures the other controls until end of turn. Creatures are unaffected by summoning sickness this turn.					
Release	SOR	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	WL, 6th
Return target instant, interrupt, or sorcery from your graveyard to your hand.					
Remove Soul	INT	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	L.G. 4th, 5th, 6th
Counter target summon spell.					
Rescind	INS	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Return target permanent to owner's hand. Cycling.					
Rewind	INT	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Counter target spell. Untap up to four lands.					
Robe of Mirrors	EC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	EX
Enchanted creature cannot be the target of spells or abilities.					
Rootwater Diver	SC	U	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Sacrifice Rootwater Diver: Return target artifact card from your graveyard to your hand 1/1.					
Rootwater Hunter	SC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Rootwater Hunter deals 1 damage to target creature or player. 1/1.					
Rootwater Matriarch	SC	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Gain control of target creature as long as that creature has any enchantments on it. 2/3.					
Rootwater Mystic	SC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	EX
Look at the top card of target player's library. 1/1.					
Rootwater Shaman	SC	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
You may play creature enchantments whenever you could play an instant. 2/2.					
Sage Owl	SC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	WL, 6th
Flying. When Sage Owl comes into play, look at the top four cards of your library and put them back in any order. 1/1.					
Sandar Merfolk	SC	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Cycling 2/1.					
Sandar Serpent	SC	U	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Cycling 2/4.					

NAME	KIND	CR	RATING	COST	SETS FOUND
School of Piranha	SC	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	EX
During your upkeep, pay 2 or sacrifice School of Piranha. 3/3.					
Scrivener	SC	U	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	EX
When Scrivener comes into play, you may return target instant or interrupt card from your graveyard to your hand. 2/2.					
Sea Monster	SC	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
6th					
Monster cannot attack unless defending player controls any islands. 6/6.					
Second Chance	EN	R	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UL
During your upkeep, if you have 5 life or less, sacrifice Second Chance and take an extra turn after this one.					
Segovian Leviathan	SC	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	L.G. 4th, 5th, 6th
Islandwalk. 3/3.					
Shadow Rift	INS	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Target creature gains shadow until end of turn. Draw a card.					
Shimmering Wings	EC	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Enchanted creature gains flying. Return Wings to owner's hand.					
Show and Tell	SOR	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Each player may choose an artifact, creature, enchantment, or land card in his hand and put that permanent into play.					
Silent Spirit	SC	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	IA, 5th, 6th
Flying. When Spirit attacks, defending player may draw a card. 5/6.					
Sift	SOR	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	SH
Draw three cards, then choose and discard a card.					

STUMPERS



Yavimaya, an Enchantress gets +1/+1 for each enchantment in play.

For each such card, a second, from each of her two and each.

Will Enfeeblement kill off a Yavimaya Enchantress?

No. The effects of the Enfeeblement and the Enchantress are applied simultaneously, with no checks for creature death in between. The Enchantress smoothly changes from a 2/2 to a 1/1.

Silver Wyvern	SC	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	SH
Flying. Target spell or ability, which targets only Silver Wyvern, targets another creature of your choice instead. Play this ability as an interrupt. 4/3.					
Skyskroud Condor	SC	U	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Flying. You cannot tap Skyskroud Condor unless you have successfully cast another spell this turn. 2/2.					
Slow Motion	EC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UL
During the upkeep of enchanted creature's controller, that player pays 2 or sacrifices that creature. When Slow Motion is put into a graveyard from play, return Slow Motion to owner's hand.					
Snap	INS	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UL
Return target creature to owner's hand. Untap up to two lands.					
Soldier Sage	SC	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	AI, 6th
Sacrifice two lands to draw 3 cards. Discard one of those cards. 1/1.					
Somnophore	SC	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UL
Flying. Whenever Somnophore deals damage to a player, tap target creature that player controls. That creature does not untap during its controller's untap phase as long as Somnophore remains in play. 2/2.					
Spell Blast	INT	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	L.U.R. 4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th
Counter target spell. X is the casting cost of target spell.					
Spindrift Drake	SC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	SH
Flying. During your upkeep, pay 2 or sacrifice Spindrift Drake. 2/1.					
Spire Owl	SC	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Flying. When Spire Owl comes into play, look at the top four cards of your library and put them back in any order. 1/1.					
Steal Enchantment	EE	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Gain control of target enchantment.					
Stern Proctor	SC	U	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
When Stern Proctor comes into play, return target artifact or enchantment to owner's hand. 1/2.					
Stinging Lizard	SC	U	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Lizard loses this ability and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Stinging Lizard deals 2 damage to that creature's controller" instead of a creature. Move Stinging Lizard onto target creature. You may pay 2 to end this effect. 1/1.					
Storm Crow	SC	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	AI, 6th
Flying. 1/2.					
Stroke of Genius	INS	R	****	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Target player draws X cards.					
Sunder	INS	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Return all lands to owners' hands.					
Telepathy	EN	U	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Each of your opponents plays with his or her hand revealed.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Thalakos Deceiver	SC	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	SH
Shadow. Sacrifice Deceiver: Gain control of target creature permanently. Use this ability only if Deceiver is attacking and unblocked. 1/1.					
Thalakos Dreamswapper	SC	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Shadow. You leave Dreamswapper tapped. If Dreamswapper damages any opponent, tap target creature. As long as Dreamswapper remains tapped, that creature does not untap during its controller's untap phase. 1/1.					
Thalakos Drifters	SC	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	EX
Choose and discard a card: Drifters gains shadow until end of turn. 3/3.					
Thalakos Mistfolk	SC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Shadow. Put Thalakos Mistfolk on top of owner's library. 2/1.					
Thalakos Scout	SC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	EX
Shadow. Choose and discard a card: Return Scout to owner's hand. 2/1.					
Thalakos Seer	SC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Shadow. If Thalakos Seer leaves play, draw a card. 1/1.					
Thalakos Sentry	SC	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Shadow. 1/2.					
Theft of Dreams	SOR	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	EX
For each tapped creature target opponent controls, draw a card.					
Thornwind Fairies	SC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UL
Flying. Deal 1 damage to target creature or player. 1/1.					
Tidal Control	EN	R	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	AI, 6th
CU: Anyone may pay 2 or two life to counter a red or green spell.					
Tidal Surge	SOR	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	SH
Tap up to three target creatures without flying.					
Tidal Warrior	SC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	SH
Target land is an island until end of turn. 1/1.					
Time Ebb	SOR	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Put target creature on top of owner's library.					
Time Spiral	SOR	R	****	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Remove Spiral from the game. Each player shuffles his or her graveyard and hand into his or her library, then draws seven cards. You untap up to six lands. Banned!					
Time Warp	SOR	R	****	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Target player takes an extra turn after this one.					
Tinker	SOR	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UL
At the time you play Tinker, sacrifice an artifact. Search your library for an artifact card and put that artifact into play.					
Tolarian Winds	INS	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Discard your hand, then draw that many cards.					
Tradewind Rider	SC	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Flying. Tap two creatures you control: Return target permanent to owner's hand. 1/4.					
Treasure Trove	EN	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	EX
Draw a card.					
Turnabout	INS	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
Tap or untap all artifacts, creatures, or lands target player controls.					
Twitch	INS	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Tap or untap target artifact, creature or land. Draw a card.					
Unstable Shapeshifter	SC	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Whenever any creature comes into play, Unstable Shapeshifter permanently becomes a copy of that creature and retains this ability. 0/1.					
Unsummon	INS	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	LJ, R, 4th, 5th, 6th
Return target creature to its owner's hand.					
Veil of Birds	EN	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
When one of your opponents successfully casts a spell, if Veil is an enchantment, Veil becomes a 1/1 Bird with flying.					
Veiled Apparition	EN	U	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
When one of your opponents successfully casts a spell, if Apparition is an enchantment, Apparition becomes a 3/3 Illusion with flying and "During your upkeep, pay 1 or sacrifice Apparition."					
Veiled Crocodile	EN	R	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
When a player has no cards in hand, if Crocodile is an enchantment, Crocodile becomes a 4/4 Crocodile.					
Veiled Sentry	EN	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
When one of your opponents successfully casts a spell, if Sentry is an enchantment, Sentry becomes an Illusion with power and toughness each equal to total casting cost of that spell.					
Veiled Serpent	EN	U	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UZ
When one of your opponents successfully casts a spell, if Serpent is an enchantment, Serpent becomes a 4/4 Serpent that cannot attack unless defending player controls an island. Cycling.					
Vigilant Drake	SC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UL
Flying. Tap. Untap Drake. 3/3.					
Vodalian Soldiers	SC	C	*	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	FE, 5th, 6th
1/2.					
Volrath's Curse	EC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	SH
Enchanted creature cannot attack, block or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore this ability until end of turn. (You control Volrath's Curse to owner's hand.)					
Volrath's Shapeshifter	SC	R	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	SH
As long as the top card of your graveyard is a creature, Shapeshifter is a copy of that card, except that Shapeshifter retains its abilities. Discard a card. 0/1.					
Walking Dream	SC	U	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	SH
Walking Dream is unblockable. Walking Dream does not untap during your untap phase if any opponent controls two or more creatures. 3/3.					
Wall of Air	SC	U	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	LJ, R, 4th, 5th, 6th
Flying. 1/5.					
Wall of Tears	SC	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	SH
If Wall of Tears blocks any creatures, return each of those creatures to owner's hand at end of combat. 0/4.					
Walking Spunge	SC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	EX
Tap. Target creature loses flying. First strike, or trample until end of turn. 1/1.					
Wayward Soul	SC	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	EX
Flying. Put Wayward Soul on top of owner's library. 3/2.					
Weatherseed Fairies	SC	C	**	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	UL
Flying. Protection from red. 2/1.					
Whim of Volrath	INS	R	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Backsack. Change the text of target permanent by replacing all instances of one color word of one basic land type with another until end of turn.					
Whiptongue Frog	SC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	EX
Whiptongue Frog gains flying until end of turn. 1/3.					
Whispers of the Muse	INS	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Backsack. Draw a card.					
Wind Dancer	SC	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM
Flying. Target creature gains flying until end of turn. 1/1.					
Wind Drake	SC	C	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	TM, 6th
Flying. 2/2.					
Wind Spirit	SC	U	***	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12	IA, 5th, 6th
Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.					

MAGIC

The Gathering

Players Guide

NAME	KIND	CR	RATING	COST	SETS FOUND
Winged Silver	SOR	C	***	●●●	UZ
Each player discards his or her hand and draws cards equal to the greatest number a player discarded this turn. Banned!					
Winged Silver	SC	C	**	●●	TM
All Silvers gain flying, 1/1.					
Wizard Mentor	SC	C	***	●●●	JZ
Return Mentor and target creature you control to owner's hand, 2/2.					
Zephid	SC	R	****	●●●●	UZ
Flying. Zephid cannot be the target of spells or abilities, 3/4.					
Zephid Embrace	EC	U	****	●●●●	UZ
Creature gets +2/+2, gains flying, and cannot be target of spells or abilities.					
Zor's Weiriding	EN	R	****	●●●●	IA, 5th, 6th
All players play with hands face up. When a player draws a card, any other player may cast 2 life to force the player to discard that card!					

NAME	KIND	CR	RATING	COST	SETS FOUND
Acidic Silver	SC	U	***	●●●	SH
Each Silver gains ●. Sacrifice this creature: This creature deals 2 damage to target creature or player, 2/2.					
Crystalline Silver	SC	U	***	●●●	SH
Silvers cannot be the target of spells or abilities, 2/2.					
Dracoplasm	SC	R	***	●●●	TM
Flying. When you play Dracoplasm, sacrifice any number of creatures. Comes into play with power equal to the total power of the sacrificed creatures and toughness equal to their total toughness. ●: Dracoplasm gets +1/+0 until end of turn, 1/.					
Hibernation Silver	SC	U	***	●●●	SH
Each Silver gains "Pay 2 life. Return this creature to owner's hand, 2/2."					
Lobotomy	SOR	U	***	●●●	TM
Look at target player's hand and choose any of those cards other than a basic land. Search that player's graveyard, hand and library for all copies of the chosen card and remove them from the game.					
Ranger en-Yec	SC	U	***	●●●	TM
First strike. ●: Regenerate Ranger en-Yec, 2/2.					
Segmented Wurm	SC	U	***	●●●	TM
Whenever Wurm is the target of a spell or ability, put a -1/-1 counter on it, 5/5.					
Selenia, Dark Angel	SL	R	***	●●●	TM
Flying. Counts as an Angel. Pay 2 life. Return to owner's hand 3/3.					
Sky Spirit	SC	U	***	●●●	TM
Flying, first strike, 2/2.					
Silver Queen	SC	R	****	●●●●	SH
Silver Queen counts as a Silver. ●: Put a Silver token into play. Treat this token as a 1/1 colorless creature, 1/1.					
Soltari Guerrillas	SC	R	***	●●●	TM
Shadow. If Soltari Guerrillas assigns combat damage to any opponent, you may redirect that damage to target creature, 3/2.					
Spined Silver	SC	U	***	●●●	SH
If a Silver is blocked, it gets +1/+1 until end of turn for each creature blocking it, 2/2.					
Spontaneous Combustion	INS	U	***	●●●	TM
Sacrifice a creature: S. Combustion deals 3 damage to each creature.					
Vhati #Dal	SL	R	***	●●●	TM
T. Target creature's power or toughness is 1 until end of turn, 3/3.					

KILLER COMBOS



THIS BARGAIN Much like its Necropoteman ancestor, Yawgmoth's Bargain can be dangerous since it sucks away your life. For a bit of security, and then some, try slipping the Bargain into a predominantly white deck. Then, load up your hand with cards—hopefully, mostly white—and set the Jasmine Seer to work. For a more offensive alternative, try the Cinder Seer. Ouch!

NAME	KIND	CR	RATING	COST	SETS FOUND
GREEN					
Abundance	EN	R	***	●●●	UZ
Instead of drawing a card, you may choose a land or nonland and reveal cards from your library until you reveal a card of the chosen kind. Put that card into your hand and put all other revealed cards on the bottom of your library in any order.					
Acridian	SC	C	***	●●●	UZ
Echo, 2/4.					
Alpine Troll	SC	U	***	●●●	UZ
Echo. ●: Regenerate 3/3.					
Aures	EN	R	****	●●●●	TM
Any player may play a creature card with total casting cost 3 or less whenever he could play an instant and without paying its casting cost.					
Anacorda	SC	U	***	●●●	UZ
Swampwalk, 3/3.					
Apes of Rath	SC	U	***	●●●	TM
If Apes attacks, it does not untap during your next untap phase, 5/4.					
Argothian Elder	SC	U	***	●●●	UZ
●: Untap two target lands, 2/2.					
Argothian Enchantress	EN	R	***	●●●	UZ
Cannot be the target of spells or abilities. Whenever you successfully cast an enchantment spell draw a card, 0/1.					
Argothian Swine	SC	C	***	●●●	UZ
Trample, 3/3.					
Argothian Wurm	SC	R	****	●●●●	UZ
Trample. When Wurm comes into play, any player may sacrifice a land to put Argothian Wurm on top of owner's library, 8/8.					
Averaging Druid	SC	C	***	●●●	EX
If Druid damages opponent, you may reveal cards from your library until you reveal a land. Put it into play and put all other revealed cards into your graveyard, 1/3.					
Awakening	EN	R	***	●●●	SH
At the beginning of each player's upkeep, untap all creatures and lands.					
Bayou Dragonfly	SC	C	***	●●●	TM
Flying, swampwalk, 1/1.					
Bequeathed	EC	C	**	●●	EX
If enchanted creature is put into any graveyard, draw two cards.					
Birds of Paradise	SC	R	****	●●●●	LJ, 4th, 5th, 6th
Flying. ●: Add one mana of any color to your mana pool, 0/1.					
Blanchwood Armer	EC	U	***	●●●	UZ
Enchanted creature gets +X/+X, where X is the number of forests you control.					
Blanchwood Treefolk	SC	C	***	●●●	UZ
4/5.					
Bloated Toad	SC	U	**	●●	UL
Protection from blue, Cycling ●, 2/2.					
Broken Fall	EN	C	**	●●	TM
Return Broken Fall to owner's hand. Regenerate target creature.					
Built Hippo	SC	U	***	●●●	UZ
Islandwalk, 3/3.					
Burgeon	EN	R	**	●●	SH
Whenever any opponent plays a land, you may choose a land card from your hand and put it into play.					
Call of the Wild	EN	R	***	●●●	WL, 6th
●●●: Reveal the top card of your library to all players. If that card is a creature card, put it into play. Otherwise, bury it.					
Canopy Spider	SC	C	**	●●	TM
Canopy Spider can block creatures with flying, 1/3.					
Carpet of Flowers	EN	U	***	●●●	UZ
During your main phase, you may add up to X mana of one color to your mana pool, where X is the number of islands target opponent controls.					
Carnassid	SC	R	***	●●●	SH
Trample, ●●●. Regenerate Carnassid, 5/4.					
Cartographer	SC	U	***	●●●	EX
When Cartographer comes into play, you may return target land card from your graveyard to your hand, 2/2.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Citadel Centaurs	SC	R	****	●●●●	UZ
Echo. Cannot be the target of spells or abilities, 8/3.					
Citadel Hierophants	SC	R	****	●●●●	UZ
Each creature you control gains ●. Add ● to your mana pool, 3/2.					
Constant Mists	INS	U	***	●●●	SH
Buyback—Sacrifice a land. Creatures deal no combat damage this turn.					
Cradle Guard	SC	U	****	●●●●	UZ
Trample; Echo, 4/4.					
Crashing Bears	SC	U	***	●●●	EX
If Crashing Bears attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Bears this turn if able, 4/4.					
Crazed Armodon	SC	R	****	●●●●	TM
●: Armodon gets +3/+0 and gains trample until end of turn. At end of turn, destroy Crazed Armodon. Use this ability only once each turn, 3/3.					
Creeping Mold	SOR	U	****	●●●●	VS, 6th
Destroy target artifact, land, or enchantment.					
Crossbow Ambush	INS	C	*	●	SH
All creatures you control can block creatures with flying until end of turn.					
Crosswinds	EN	U	**	●●●	UZ
All creatures with flying get -2/-0.					
Crop Rotation	INS	C	**	●●	UL
At the time you play Crop Rotation, sacrifice a land. Search your library for a land card and put that land into play.					
Darkwatch Elves	SC	U	**	●●	UL
Protection from black, Cycling ●, 2/2.					
Defense of the Heart	EN	R	****	●●●●	UL
During your upkeep, if one of your opponents controls three or more creatures, sacrifice Defense of the Heart, search your library for up to two creature cards, and put those creatures into play.					
Dense Foliage	EN	R	***	●●●	WL, 6th
Creatures cannot be the target of spells.					
Deranged Hermit	SC	R	****	●●●●	UL
Echo. When Deranged Hermit comes into play, put four Squirrel tokens into play. Treat these tokens as 1/1 green creatures. All squirrels get +1/+1, 1/1.					
Disrupt Wurm	SC	R	****	●●●●	TM
Whenever any opponent plays a land, put a -1/+1 counter on Wurm, 3/4.					
Early Harvest	INS	R	****	●●●●	MS, 6th
Target player untaps all basic lands he or she controls.					
Earthcraft	EN	R	****	●●●●	TM
Tap an untapped creature you control. Untap target basic land. Banned!					
Eladamri, Lord of Leaves	SL	R	****	●●●●	TM
All Elves gain forestwalk. Elves cannot be the target of spells or abilities, 2/2.					
Eladamri's Vineyard	EN	R	****	●●●●	TM
At the beginning of each player's main phase, add ●●● to that player's pool.					
Elder Druid	SC	R	****	●●●●	IA, 5th, 6th
●: Tap or untap target land, creature or artifact, 2/2.					
Even Echo	SOR	C	***	●●●	VS, 6th
Return target card from your graveyard to your hand.					
Even Palisade	EN	U	**	●●	EX
Sacrifice a forest: Target attacking creature gets -3/-0 until end of turn.					
Even Riders	SC	U	***	●●●	LG, 4th, 5th, 6th
Cannot be blocked except by walls and flying creatures, 3/3.					
Even Rifle	SOR	U	***	●●●	SH
Put a total of two +1/+1 counters on any number of target creatures.					
Even Warhounds	SC	R	****	●●●●	TM
If Warhounds is blocked, put the blocker on top of owner's library, 2/2.					
Elvish Archers	SC	R	****	●●●●	LJ, 4th, 5th, 6th
First strike, 2/1. Misprint: Alpha listed power/toughness as 1/2.					
Elvish Berserker	SC	C	**	●●	EX
For each creature that blocks it, Berserker gets +1/+1 until end of turn, 1/1.					
Elvish Fury	INS	C	**	●●	TM
Buyback 4. Target creature gets +2/+2 until end of turn.					
Elvish Herder	SC	C	**	●●	UZ
●: Target creature gains trample until end of turn, 1/1.					
Elvish Lyrst	SC	C	***	●●●	UZ
●: Sacrifice Lyrst: Destroy target enchantment, 1/1.					
Endangered Armodon	SC	C	**	●●	SH
If you control any creature with toughness 2 or less, sacrifice Armodon, 4/5.					
Endless Wurm	SC	R	****	●●●●	UZ
Trample. During your upkeep, sacrifice an enchantment or sacrifice Wurm, 9/9.					
Exploration	EN	R	**	●●	UZ
You may play an additional land each turn.					
Fallow Earth	SOR	U	***	●●●	MS, 6th
Put target land on top of owner's library.					
Familiar Ground	FN	U	**	●●	WL, 6th
Each of your creatures cannot be blocked by more than one creature.					
Fecundity	EN	U	**	●●	UZ
Whenever a creature is put into a graveyard from play, that creature's controller may draw a card.					
Femeral Archers	SC	U	***	●●●	MS, 6th
●: Do 4 damage to target attacking creature with flying, 2/2.					
Fertile Ground	EL	C	**	●●	UZ
Whenever target is tapped for mana, it produces an additional mana of any color.					
Flailing Drake	SC	U	***	●●●	TM
Flying. If Flailing Drake blocks or is blocked by any creature, that creature gets +1/+1 until end of turn, 2/3.					
Fog	INS	C	**	●●	LJ, 4th, 5th, 6th
Creatures do not damage one another in combat.					
Fortitude	EC	C	**	●●	UZ
When Fortitude is put into a graveyard from play, return Fortitude to owner's hand. Sacrifice a forest. Regenerate enchanted creature.					
Frog Tongue	EC	C	**	●●	TM
When Frog Tongue comes into play, draw a card. Enchanted creature can block creatures with flying.					
Fugitive Druid	SC	R	**	●●	TM
Whenever any player successfully casts an enchantment spell that targets Fugitive Druid, draw a card, 3/2.					
Fyndhorn Brownie	SC	C	**	●●	IA, 6th
●: Add ●●● to a creature, 1/1.					
Fyndhorn Elder	SC	U	***	●●●	IA, 5th, 6th
●: Add ●●● to your mana pool, 1/1.					
Gaea's Blessing	SOR	C	**	●●●	UZ
Search your library for up to two forests, reveal them, and put them into your hand.					
Gaea's Embrace	EC	U	***	●●●	UZ
Enchanted creature gets +3/+3 and gains trample and ●: Regenerate.					

NAME	KIND	CM	RATING	COST	SETS FOUND
Bang of Elk	SC	U	***	1	UL
Whenever a creature blocks it, Bang of Elk gets +2/+2 until end of turn. 5/4.					
Giant Growth	INS	C	***	1	JUR 4th, 5th, 6th
Target creature gets +3/+3 until end of turn.					
Giant Spider	SC	C	***	1	LL, R, 4th, 5th, 6th
Giant Spider can block creatures with flying. 2/4.					
Gorilla Chief	SC	C	***	1	AI, 8th
Regenerate. 3/3					
Gorilla Warrior	SC	C	*	1	UJ
3/2					
Greater Good	EN	R	***	1	UJ
Sacrifice a creature: Draw cards equal to the sacrificed creature's power, then choose and discard three cards.					
Greener Pastures	EN	R	**	1	UJ
During each player's upkeep, if that player controls more lands than any other, the player puts a 1/1 green Saproling token into play under his or her control.					
Grizzly Bears	SC	C	***	1	LUR, 4th, 5th, 6th
2/2					
Harmonic Convergence	INS	U	***	1	UL
Return all enchantments to top of owners' libraries.					
Harrow	INS	U	**	1	TA
Sacrifice a land: Search your library for up to two basic land cards and put them into play. Shuffle your library afterwards.					
Hawkeater Moth	SC	U	**	1	UJ
Flying. Cannot be the target of spells or abilities. 1/2					
Heartwood Dryad	SC	C	***	1	TM
Heartwood Dryad can block creatures with shadow. 2/1					
Heartwood Giant	SC	R	**	1	TM
Sacrifice a forest: Giant deals 2 damage to target player. 4/4					
Heartwood Treefolk	SC	L	**	1	TM
Forestwalk. 3/4					
Hermit Druid	SC	R	**	1	SH
Reveal cards from the top of your library until you reveal a basic land. Put it into your hand and put all other revealed cards into your graveyard. 1/1.					
Hidden Ancients	EN	J	**	1	UJ
When one of your opponents successfully casts an enchantment spell, if Ancients is an enchantment, Ancients becomes a 5/5 Treefolk creature.					
Hidden Gibbons	EN	R	**	1	UL
When one of your opponents successfully casts an instant or interrupt spell, Hidden Gibbons becomes a 4/4 creature that counts as an Ape.					
Hidden Guerrillas	EN	U	**	1	UJ
When one of your opponents successfully casts an artifact spell, if Guerrillas is an enchantment, Guerrillas becomes a 3/3 Soldier creature with trample.					
Hidden Herd	EN	R	***	1	UJ
When one of your opponents plays a nonbasic land, if Herd is an enchantment, Herd becomes a 3/3 Beast creature.					
Hidden Predators	EN	R	**	1	UJ
When one of your opponents controls a creature with power 4 or greater, if Predators is an enchantment, Predators becomes a 4/4 Beast creature.					
Hidden Spider	EN	C	**	1	UJ
When one of your opponents successfully casts a creature with flying, if Spider is an enchantment, it becomes a 3/5 creature that can block creatures with flying.					
Hidden Stag	EN	R	***	1	LJ
Whenever one of your opponents plays a land, if Stag is an enchantment, Stag becomes a 3/2 Beast creature. Whenever you play a land, if Stag is a creature, Stag becomes an enchantment.					
Horned Silver	SC	L	***	1	TM
All Silvers gain trample. 2/2					
Hurricane	SOR	U	***	1	LUR, 4th, 5th, 6th
Deal 4 damage to all players and flying creatures.					
Hush	SOR	C	***	1	UJ
Destroy all enchantments. Cycling.					
Jackalope Herd	SC	C	***	1	EX
If you play any spell, return Jackalope Herd to owner's hand. 4/5					
Keeper of the Beasts	SC	J	**	1	EX
Put a Beast token into play. Treat this token as a 2/2 green creature. Play this ability only if target opponent controls more creatures than you. 1/2					
Krakilin	SC	L	***	1	TM
Comes into play with X +1/+1 counters on it. X is Regenerate. 0/0.					
Living Lands	EN	R	***	1	LUR, 4th, 5th, 6th
Treat all forests in play as 1/1 creatures.					
Linewear Eves	SC	C	***	1	LUR, 4th, 5th, 6th
Add to your mana pool. 1/1.					
Lone Wolf	SC	J	**	1	UL
You may have Lone Wolf deal combat damage to defending player instead of to creatures blocking it. 2/2.					
Lowland Basilisk	SC	C	***	1	SH
Whenever Basilisk damages any creature, destroy creature at end of combat. 1/3					
Lull	INS	C	**	1	UJ
Creatures deal no combat damage this turn. Cycling.					
Lure	EN	R	***	1	LUR, 4th, 5th, 6th
All creatures that can block target creature must do so.					
Manabond	EN	R	**	1	EX
During your discard phase, you may choose to put a land card from your hand into play if you do discard the rest of your hand.					
Maro	SC	R	***	1	MG, 6th
Equal to the number of cards in your hand. 1/1					
Midsummer Revel	EN	R	***	1	UJ
During your upkeep, you may put a counter on Revel. Sacrifice Revel. Put X Beast tokens into play, where X is the number of counters on Midsummer Revel. Treat these tokens as 3/3 green creatures.					
Might of Oaks	INS	R	***	1	UL
Target creature gets +7/+1 until end of turn.					
Mirri, Cat Warrior	SL	R	***	1	EX
Mirri, Cat Warrior counts as a Cat Warrior. First strike, forestwalk. 2/3.					
Mirri's Galle	EN	R	**	1	TM
During your upkeep, you may look at the top three cards of your library and put them back in any order.					
Mongrel Pack	SC	R	**	1	TM
If Mongrel Pack is put into any graveyard from play during combat, put four Hound tokens into play. Treat these tokens as 1/1 green creatures. 4/1.					
Mulch	SOR	C	***	1	SH
Reveal the top four cards of your library to all players. Put any of those cards that are lands into your hand and the rest into your graveyard.					
Multani, Mara-Sorcerer	SL	R	***	1	LL
Has power and toughness each equal to the total number of cards in all players' hands. Cannot be the target of spells or abilities. 1/1.					
Multani's Acolyte	SC	C	**	1	UL
Echo. When Multani's Acolyte comes into play, draw a card. 2/1					
Multani's Presence	EN	U	**	1	UL
Whenever a spell you play is countered, draw a card.					

NAME	KIND	CM	RATING	COST	SETS FOUND
Muscle Sliver	SC	C	***	1	TM
All Silvers get +1/+1. 1/1.					
Natural Spring	SOR	C	***	1	TM
Target player gains 8 life.					
Nature's Resurgence	SOR	R	***	1	WL, 6th
Each player draws a number of cards equal to the number of creature cards in his or her graveyard.					
Nature's Revolt	EN	R	***	1	TM
All lands are 2/2 creatures.					
Needle Storm	SOR	J	**	1	TM
Needle Storm deals 4 damage to each creature with flying.					
Nurturing Linc	SC	U	***	1	TM
Linc loses this ability and becomes a creature enchantment that reads: Regenerate enchanted creature. Instead of a creature. Move Linc into target creature. You may pay to end this effect. 1/1.					
Oath of Druids	EN	R	**	1	EX
During each player's upkeep, if that player controls fewer creatures than an opponent, the player may reveal cards from his library until he reveals a creature card, putting it into play and the rest into his graveyard.					
Overgrowth	EL	C	**	1	SH
Whenever enchanted land is tapped for mana, it produces an additional.					
Overrun	SOR	U	***	1	TM
All creatures you control get +3/+3 and gain trample until end of turn.					

STUMPERS

I attack with a Hunting Moe. My opponent blocks with a Disease Carrier, and they kill each other. If another 2/2 creature is left in play, will it live or die?

It will die. Since it's your turn, you must put your Moe ability on the stack first. Your opponent adds the Carriers' ability. The 2/2 becomes 0/0 and immediately dies when the Carriers' ability resolves.

Panther Warriors	SC	C	***	1	VS, 6th
6/3					
Pincher Beetles	SC	C	***	1	TM
Pincher Beetles cannot be the target of spells or abilities. 3/1.					
Plated Rootwalla	SC	C	***	1	EX
Rootwalla gets +3/+3 until end of turn. Use only once each turn. 3/3					
Pouncing Jaguar	SC	C	***	1	UJ
Echo. 2/2					
Pradesh Gypsies	SC	C	**	1	LG, 4th, 5th, 6th
Give target creature +2/+2 until end of turn. 1/1					
Predatory Hunger	EC	C	**	1	EX
Whenever an opponent successfully casts a creature spell, put a +1/+1 counter on enchanted creature.					
Priest of Titania	SC	C	**	1	UJ
Add to your mana pool for each Elf in play. 1/1					
Primal Rage	EN	U	**	1	SH
All creatures you control gain trample.					
Provoke	INS	C	**	1	SH
Untap target creature you do not control. That creature blocks this turn if able. Draw a card.					
Pygmy Troll	SC	C	***	1	EX
For each creature that blocks it, Pygmy Troll gets +1/+1 until end of turn.					
Rahib Wolverines	SC	C	***	1	EX
For each creature that blocks it, Wolverines gets +1/+1 until end of turn. 4/4					
Radjan Spirit	SC	U	**	1	LG, 4th, 5th, 6th
Target creature loses flying ability until turn ends. 3/2.					
Rampant Growth	SOR	C	***	1	MG, TM, 6th
Search your library for a basic land card and put it into play, tapped.					
Rancor	EC	C	***	1	UL
Enchanted creature gets +2/+0 and trample. When Rancor is put into a graveyard from play, return Rancor to owner's hand.					
Reality Anchor	INS	C	**	1	TM
Target creature loses shadow until end of turn. Draw a card.					
Reap	INS	U	***	1	TM
Return any number of target cards from your graveyard to your hand. You cannot choose more cards than the number of black permanents target opponent controls.					
Reclaim	INS	C	***	1	EX
Put target card from your graveyard on top of your library.					
Recycle	EN	R	***	1	TM
Skip your draw phase. Whenever you play a card, draw a card. During your discard phase, choose and discard all but two cards.					

NAME	KIND	CM	RATING	COST	SETS FOUND
Redwood Treefolk	SC	C	**	1	WL, 6th
3/6					
Regeneration	EC	C	**	1	LUR, 4th, 5th, 6th
Regenerate enchanted creature.					
Rejuvenate	SOR	C	**	1	UJ
Gain 8 life. Cycling.					
Repopulate	INS	C	**	1	UL
Shuffle all creature cards from target player's graveyard into that player's library. Cycling.					
Respite	INS	C	***	1	TM
Creatures deal no combat damage this turn. Gain 1 life for each attacker.					
Resuscitate	INS	U	**	1	EX
Until end of turn, each creature you control gains: "Regenerate this creature."					
Retaliation	EN	U	**	1	UJ
Each creature you control gains: "Whenever a creature blocks it, this creature gets +1/+1 until end of turn."					
River Baw	SC	C	***	1	VS, 6th
Islandwalk. Regenerate. 2/1.					
Root Maze	EN	R	**	1	TM
All artifacts and lands come into play tapped.					
Rootbreaker Wurm	SC	C	***	1	TM
Trample. 6/6.					
Rootwalla	SC	C	***	1	TM
Gets +2/+2 until end of turn. Use this ability only once each turn. 2/2					
Rootwater Alligator	SC	C	***	1	EX
Sacrifice a forest. Regenerate Rootwater Alligator. 3/2.					
Rower	EN	R	***	1	VS, 6th
During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.					
Scaled Wurm	SC	C	**	1	LA, 5th, 6th
7/8					
Scragnoth	SC	U	***	1	TM
Protection from blue. While Scragnoth is being cast, it cannot be countered. 3/4.					
Seeker of Skybreak	SC	C	***	1	TM
Untap target creature. 2/1					
Shanduin Dryads	SC	C	**	1	LUR, 4th, 5th, 6th
Forestwalk. 1/1.					
Silk Net	INS	C	**	1	UL
Target creature gets -1/-1 and can block creatures with flying until end of turn.					
Simian Grunts	SC	C	***	1	UJ
Echo. You may play Simian Grunts any time you could play an instant. 3/4					
Skyshroud Archer	SC	C	**	1	SH
Target creature with flying gets -1/-1 until end of turn. 1/1					
Skyshroud Elf	SC	C	***	1	TM
Add to your mana pool. Add to your mana pool. 1/1					
Skyshroud Elf	SC	U	**	1	TM
Fits gets +1/-2 as long as any opponent controls any nonbasic lands. 1/1.					
Skyshroud Ranger	SC	C	**	1	TM
Choose a land in your hand and put it into play. Play as a sorcery. 1/1					
Skyshroud Troll	SC	C	***	1	TM
Regenerate Skyshroud Troll. 3/3					
Skyshroud Troopers	SC	C	**	1	TM
Add to your mana pool. Play this ability as a mana source. 3/3					
Skyshroud War Beast	SC	R	***	1	TM
Trample. Skyshroud War Beast has power and toughness each equal to the number of nonbasic lands target opponent controls. 7/7					
Song of Serenity	EN	U	**	1	EX
Creatures with any enchantments on them cannot attack or block.					
Spike Breeder	SC	R	**	1	SH
Breeder comes into play with three +1/+1 counters on it. Remove a +1/+1 counter from Breeder. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Breeder. Put a Spike token into play. Treat this token as a 1/1 green creature. 0/0					
Spike Colony	SC	C	***	1	SH
Spike Colony comes into play with four +1/+1 counters on it. Remove a +1/+1 counter from Colony. Put a +1/+1 counter on target creature. 0/0					
Spike Drone	SC	C	**	1	TM
Spike Drone comes into play with one +1/+1 counter on it. Remove a +1/+1 counter from Drone. Put a +1/+1 counter on target creature. 0/0					
Spike Feeder	SC	U	**	1	SH
Spike Feeder comes into play with two +1/+1 counters on it. Remove a +1/+1 counter from Spike Feeder. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Feeder. Gain 2 life. 0/0.					
Spike Hatcher	SC	R	**	1	SH
Spike Hatcher comes into play with three +1/+1 counters on it. Remove a +1/+1 counter from Spike Hatcher. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Hatcher. Regenerate Spike Hatcher. 0/0.					
Spike Rogue	SC	U	***	1	SH
Spike Rogue comes into play with two +1/+1 counters on it. Remove a +1/+1 counter from Spike Rogue. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from any creature you control. Put a +1/+1 counter. Spike Rogue. 0/0					
Spike Soldier	SC	b	***	1	SH
Soldier comes into play with three +1/+1 counters on it. Remove a +1/+1 counter from Soldier. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Soldier. Soldier gets +2/+2 until end of turn. 0/0.					
Spike Weaver	SC	R	**	1	SH
Spike Weaver comes into play with three +1/+1 counters on it. Remove a +1/+1 counter from Spike Weaver. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Weaver. Creatures deal no combat damage this turn. 0/0					
Spike Worker	SC	C	**	1	SH
Worker comes into play with two +1/+1 counters on it. Remove a +1/+1 counter from Worker. Put a +1/+1 counter on target creature. 0/0					
Spined Wurm	SC	C	***	1	SH
5/4.					
Sporogenesis	EN	R	**	1	EX
During your upkeep, you may put a fungus counter on target nontoken creature. Whenever a creature with a fungus counter on it is put into a graveyard, put a green Saproling token into play for each of those fungus counters. When Saprolings leaves play, remove all fungus counters from all creatures.					
Spreading Algae	EL	U	**	1	EX
Play only on a swamp. When enchanted land becomes tapped, destroy that land. When Algae is put into a graveyard from play, return Algae to owner's hand.					
Stalking Tiger	SC	C	**	1	MG, 6th
Stalking Tiger cannot be blocked by more than one creature. 3/3					
Storm Front	EN	U	***	1	SH
Tap target creature with flying.					
Stream of Life	SOR	C	***	1	LUR, 4th, 5th, 6th
Target player gains X life.					

MAGIC

The Gathering®

Players Guide

NAME	KIND	CR	RATING	COST	SETS FOUND
Summer Bloom	SC	U	**	●●	VS.6th
You may play up to three additional lands this turn.					
Survival of the Fittest	EN	R	***	●●●	EX
● Choose and discard a creature card. Search your library for a creature card, reveal that card to all players and put it into your hand.					
Symbiosis	INS	C	***	●●●	UJ
Two target creatures each get +2/+2 until end of turn.					
Tempting Lizard	SC	U	**	●●	SH
● Lizard loses this ability and becomes a creature enchantment that reads "Any non-wall creature blocked or blocked by Basilisk is destroyed at end of combat. 2/4."					
Thicket Basilisk	SC	U	***	●●●	L.U.R.4th.5th.6th
Any non-wall creature blocked or blocked by Basilisk is destroyed at end of combat. 2/4.					
Titania's Boun	SOR	U	***	●●●	UJ
Put a +1/+1 counter on each creature you control.					
Titania's Chosen	SC	U	***	●●●	UJ
Whenever a player successfully casts a green spell, put a +1/+1 counter on Chosen. 1/1.					
Trained Armadon	SC	C	**	●●	TM.6th
3/3					
Tranquil Grove	EN	R	***	●●●	WL.6th
● Destroy all other enchantments.					
Tranquility	SOR	C	***	●●●	L.U.R.4th.5th.6th.TM
Destroy all enchantments in play.					
Treefolk Mystic	SC	C	***	●●●	UJ
Whenever a creature blocks or is blocked by Treefolk Mystic, destroy all enchantments on that creature. 2/4.					
Treefolk Seedlings	SC	U	**	●●	UJ
Seedlings has toughness equal to the number of forests you control. 2/					
Treetop Rangers	SC	C	***	●●●	UJ
Rangers cannot be blocked except by ● creatures with flying. 2/2					
Trumpeting Armadon	SC	U	***	●●●	TM
● Target creature blocks Trumpeting Armadon this turn if able. 3/3.					
Uktabi Orangutan	SC	U	***	●●●	VS.6th
When Uktabi Orangutan comes into play, destroy target artifact. 2/2.					
Uktabi Wildcat	SC	R	***	●●●	MG.6th
● is number of forests you have. ● Sacrifice a forest: Regenerate. 7"					
Unseen Walker	SC	U	***	●●●	MG.6th
● Forestwalk ●●●● Target creature gains forestwalk until end of turn. 1/1.					
Untamed Wilds	SOR	U	***	●●●	LB.4th.5th.6th
Search your library for one basic land and put it in play.					
Venomous Fangs	EG	C	**	●●	UJ
Whenever enchanted creature successfully deals damage to a creature, destroy that creature.					
Verdant Force	SC	R	**	●●	TM
During each player's upkeep, put a Saproling token into play. Treat this token as a 1/1 green creature. 7/7.					
Verdant Touch	SOR	R	***	●●●	SH
Buyback ●● Target land becomes a 2/2 creature permanently.					
Verdigris	INS	U	***	●●●	TM
Destroy target artifact.					
Verduran Enchantress	SC	R	**	●●	L.U.R.4th.5th.6th
Draw a card each time you cast an enchantment. 0/2					
Vernal Bloom	EN	R	**	●●	UJ
Whenever a forest is tapped for mana, it produces an additional ●.					
Vitalize	INS	C	***	●●●	WL.6th
Untap all creatures you control.					
Volrath's Gardens	EN	R	***	●●●	SH
● Tap a creature you control. Gain 2 life. Play this ability as a sorcery.					
Waiting in the Woods	SOR	R	***	●●●	MG.6th
Each player puts a 1/1 green Cat token into play for each of his untapped forests.					
Wall of Blossoms	SC	U	***	●●●	SH
When Wall of Blossoms comes into play, draw a card. 0/4.					
War Dance	EN	U	***	●●●	UJ
During your upkeep, you may put a counter on Dance. Sacrifice Target creature gets +X/+X until end of turn, where X is the number of counters on Dance.					
Warthog	SC	C	***	●●●	VS.6th
Swampwalk 3/2.					
Weatherseed Elf	SC	C	***	●●●	UJ
● Target creature gains forestwalk until end of turn. 1/1.					
Weatherseed Treefolk	SC	R	***	●●●	UJ
Temple. When Weatherseed Treefolk is put into a graveyard from play, return Weatherseed Treefolk to owner's hand. 5/3.					
Whirlwind	SOR	R	***	●●●	UJ
Destroy all creatures with flying.					
Wild Dogs	SC	C	***	●●●	UJ
During your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. 2/1.					
Wild Growth	EL	C	**	●●	L.U.R.4th.5th.6th
Target land provides an extra ● when tapped for mana.					
Winding Wurm	SC	C	**	●●	UJ
Echo. 6/6.					
Wing Snare	SOR	U	***	●●●	UJ
Destroy target creature with flying.					
Winter's Grasp	SOR	U	***	●●●	TM
Destroy target land.					
Wood Elves	SC	C	**	●●	EX
When Wood Elves comes into play, search your library for a forest card and put that forest into play. 1/1.					
Worldly Tutor	INS	U	**	●●	MG.6th
Search your library for a creature card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.					
Wyulu Wolf	SC	R	**	●●	AN. 5th.6th
● Target creature gets +1/+1. 1/1.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Yavimaya Granger	SC	C	***	●●●	UJ
Echo. When Granger comes into play, you may search your library for a basic land card and put that land into play tapped. 2/2.					
Yavimaya Seion	SC	C	***	●●●	UJ
Protection from artifacts. 4/4.					
Yavimaya Wurm	SC	C	***	●●●	UJ
Triumph. 5/4.					

RED

About Face	INS	C	**	●●	UJ
Switch target creature's power and toughness until end of turn. Effects that alter the creature's power alter its toughness instead, and vice versa, this turn.					
Acidic Soil	SOR	U	**	●●	JZ
Acidic Soil deals 1 damage to each player for each land he controls.					
Ether Flash	EN	U	***	●●●	WL.6th
When any creature comes into play, Flash deals 2 damage to that creature.					
Aftershock	SOR	C	***	●●●	TM
Destroy target artifact, creature, or land. Aftershock deals 3 damage to you.					
Amok	EN	R	**	●●	SH
● Discard a card at random. Put a +1/+1 counter on target creature.					
Anaba Bodyguard	SC	C	***	●●●	HL.6th
First strike. 2/3.					
Anaba Shaman	SC	C	***	●●●	HL.6th
● Do 1 damage to target creature or player. 2/2.					
Anarchist	SC	C	***	●●●	EX
When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand. 2/2.					
Ancient Runes	EN	U	**	●●	TM
During each player's upkeep, Ancient Runes deals 1 damage to that player for each artifact he or she controls.					
Antagonism	EN	R	**	●●	UJ
During each player's discard phase, Antagonism deals 2 damage to that player unless one of his opponents was successfully dealt damage that turn.					
Apocalypse	SOR	R	***	●●●	TM
Remove all permanents from the game. Discard your hand.					
Arc Lightning	SOR	C	***	●●●	UJ
Arc Lightning deals 3 damage divided as you choose among any number of target creatures and/or players.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Cinder Crawler	SC	C	**	●●	EX
● Crawler gets +1/+0 until end of turn. Play this only if Crawler is blocked. 1/2.					
Conquer	EN	U	***	●●●	IA.5th.6th
Take control of target land.					
Convulsing Lizard	SC	U	**	●●	SH
● Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot block." instead of a creature. Move Lizard onto target creature. You may pay ● to end this effect. 2/2.					
Crater Hellion	SC	R	***	●●●	UJ
Echo. When Hellion comes into play, it deals 4 damage to each other creature. 6/6.					
Craven Giant	SC	C	**	●●	SH
Craven Giant cannot block. 4/1.					
Crimson Helkite	SC	R	***	●●●	MG.6th
Flying. ●● Do X damage to target creature. Spend red mana only. 6/6.					
Crown of Flames	EG	C	**	●●	TM
● Enchanted creature gets +1/+0 until end of turn. ● Return Crown of Flames to owner's hand.					
Deadshot	SOR	R	**	●●	TM
Tap target creature. It deals damage equal to its power to another target creature.					
Destructive Urge	EG	U	**	●●	UJ
Whenever enchanted creature successfully deals combat damage to a player, that player sacrifices a land.					
Defender of Chaos	SC	C	***	●●●	UJ
Protection from white. You may play any time you could play an instant. 2/1.					
Disorder	SOR	U	**	●●	UJ
Disorder deals 2 damage to each white creature and each player who controls a white creature.					
Dizzing Gaze	EG	C	**	●●	EX
Play Dizzing Gaze only on a creature you control. ● Enchanted creature deals 1 damage to target creature with flying.					
Dromosaur	SC	C	**	●●	UJ
Whenever Dromosaur blocks or becomes blocked, it gets +2/+2 until end of turn. 2/3.					
Dust Crawler	SC	C	**	●●	SH
● Target creature cannot block Dust Crawler this turn. 1/1.					
Earthquake	SOR	R	***	●●●	L.U.R.4th.5th.6th
Do X damage to all players and non-flying creatures in play.					
Electryte	SC	R	***	●●●	UJ
Whenever Electryte successfully deals combat damage to defending player, Electryte deals damage equal to its power to each blocking creature. 3/3.					

KILLER COMBOS



When Yavimaya Elder is put into a graveyard from play, you may search your library for a basic land card and put that land into play tapped. 2/2.



When enchanted creature is put into a graveyard from play, that creature's controller may search his or her library for a creature card and put that card into play. If that player does, he or she then shuffles his or her library.

You don't have to be a math major to know that getting more than you paid for is a good thing. Even an Ouphe can see how the numbers add up when you pay two mana to sacrifice a Yavimaya Elder with Pattern of Rebirth on it—that's two lands and a creature of your choice and an extra card to boot!

Alvanche Riders	SC	U	●●●	UJ
Echo. Alvanche Riders is unaffected by summoning sickness. When Riders comes into play, destroy target land. 2/2				
Baldurian Barbarians	SC	C	●●●	IA.6th
3/2				
Baldurian Horde	SC	R	***	AL.6th
When Horde enters play, randomly discard a card or bury Horde. 5/5.				
Barbed Silver	SC	U	***	TM
Each Silver gains ●. This creature gets +1/+0 until end of turn. 2/2				
Bedlam	EN	R	●●●	UJ
Creatures cannot block				
Blaze	SOR	U	●	Portal 5th.6th
Deal X damage to target creature or player				
Blood Frenzy	INS	C	***	TM
Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.				
Boil	INS	U	***	TM.6th
Destroy all islands				
Brand	INS	R	●●	UJ
Gain control of all permanents you own. Cycling ●				
Bravado	EG	C	●●	UJ
Enchanted creature gets +1/+1 for each other creature you control				
Bulwark	EN	R	●●●	UJ
During your upkeep, Bulwark deals 1 damage to target opponent for each card in your hand greater than the number of cards in that player's hand.				
Burrowing	EG	C	●●	L.U.R.4th.5th
Target creature gains mountainwalk.				
Canyon Drake	SC	R	●	TM
Flying. ● Discard a card at random. Drake gets +2/+0 until end of turn. 1/2.				
Canyon Wildcat	SC	C	***	TM
Mountainwalk. 2/1.				
Chaotic Goo	SC	R	●●	TM
Chaotic Goo comes into play with three +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Chaotic Goo. Otherwise, remove a +1/+1 counter from it. 0/0.				
Enraging Lizard	SC	U	●●	TM
● Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature is unaffected by summoning sickness" instead of a creature. You may pay ● to end this effect. 1/1				
Falter	INS	C	●●	UJ
Creatures without flying cannot block this turn				
Fanning the Flames	SOR	U	●●●	SH
Buyback ● Do X damage to target creature or player				
Fault Line	INS	R	***	UJ
Fault Line deals X damage to each creature without flying and each player				
Fervor	EN	R	●●●	Wt.6th
As creatures you control are unaffected by summoning sickness				
Fiery Mantle	EC	C	●●	UJ
When Mantle is put into a graveyard from play, return Mantle to owner's hand				
● Enraptured creature gets +1/+0 until end of turn				
Fighting Chance	INS	R	●	EX
For each blocking creature, flip a coin. If you win the flip, that creature deals no combat damage this turn				
Final Fortune	INS	R	●●●	MG.6th
Take another turn. You lose this game at the end of that turn				
Fire Ants	SC	U	●●	UJ
As ants deals 1 damage to each other creature without flying 2/1				
Fire Elemental	SC	U	●●●	L.U.R.4th.6th
5/4				
Firebreathing	EC	C	●●	L.U.R.4th.MG.5th.6th
● +1/+0				
Firefly	SC	U	●●	TM
● Firefly gets +1/+2 until end of turn. 1/1				
Fireslinger	SC	C	●●	TM
● Deals 1 damage to target creature or player and 1 damage to you. 1/1.				
Fit of Rage	SOR	C	●●	Wt.6th
Target creature gets +3/+3 and gains first strike until end of turn				
Flame Spirit	SC	U	●●	IA.5th.6th
● +1/+0 until end of turn. 2/3				

NAME	KIND	CR	RATING	COST	SETS FOUND
Flame Wave	SDR	J	**	●●●●●	SH
Do 4 damage to target player and each creature he or she controls.					
Flashfires	SDR	U	***	●●●●●	L, L.R, 4th, 5th, 6th
Destroy all plains in play.					
Fling	INS	C	***	●●●●●	SH
Sacrifice a creature: Fling deals damage equal to the sacrificed creature's power to target creature or player.					
Flowstone Blade	EC	C	***	●●●●●	SH
Unenchanted creature gets +1/+1 until end of turn.					
Flowstone Flood	SDR	J	***	●●●●●	EX
Buyback: Pay 3 life, discard a card at random. Destroy target and					
Flowstone Giant	SC	C	***	●●●●●	TM
Flowstone Giant gets +2/+2 until end of turn 3/3.					
Flowstone Hellion	SC	J	***	●●●●●	SH
Flowstone Hellion is unaffected by summoning sickness. Flowstone hellion gets +1/+1 until end of turn 3/3.					
Flowstone Mauler	SC	R	***	●●●●●	SH
Triumph: Flowstone Mauler gets +1/-1 until end of turn 4/5.					
Flowstone Salamander	SC	U	***	●●●●●	TM
Salamander deals 1 damage to target creature blocking it 3/4.					
Flowstone Shambler	SC	C	***	●●●●●	SH
Flowstone Shambler gets +1/-1 until end of turn 2/2.					
Flowstone Wyvern	SC	R	***	●●●●●	TM
Flying: Flowstone Wyvern gets +2/+2 until end of turn 3/3.					
Furnace Brood	SC	C	***	●●●●●	EX
Target creature cannot be regenerated this turn 3/3.					
Furnace of Rath	EN	R	***	●●●●●	TM
Double a damage assigned to any creature or player.					
Furnace Spirit	SC	C	***	●●●●●	SH
Furnace Spirit is unaffected by summoning sickness. Furnace Spirit gets +1/+0 until end of turn 1/1.					
Gamble	SDR	R	***	●●●●●	UJ
Search your library for a card and put it in your hand. Discard a card at random.					
Ghira Fire-Eater	SC	U	***	●●●●●	UJ
Sacrifice: Fire-Eater deals damage equal to its power to target creature or player 2/2.					
Ghita Slinger	SC	C	***	●●●●●	UJ
Echo: When Slinger comes into play, it deals 2 damage to target creature or player 2/2.					
Ghita War Cry	EN	L	***	●●●●●	UJ
Target creature gets +1/+0 until end of turn.					
Giant Strength	EC	C	***	●●●●●	L, C, 4th, 5th, 6th TM
Make target creature +2/+2.					
Goblin Bombardment	EN	U	***	●●●●●	TM
Sacrifice a creature: Bombardment deals 1 damage to target creature or player.					
Goblin Cadets	SC	U	***	●●●●●	JZ
Whenever Cadets blocks or becomes blocked, opponent gains control of it 2/1.					
Goblin Digging Team	SC	C	***	●●●●●	DK, 5th, 6th
Sacrifice: Digging Team to destroy target wall 1/1.					
Goblin Elite Infantry	SC	C	***	●●●●●	MG, 6th
If Infantry blocks or is blocked, it gets +1/-1 until end of turn 2/2.					
Goblin Hero	SC	C	***	●●●●●	DK, 5th, 6th
2/2.					
Goblin King	SC	R	***	●●●●●	L, U, R, 4th, 5th, 6th
All Gobins gain mountainwalk and +1/+1 2/2.					
Goblin Lackey	SC	J	***	●●●●●	LZ
Whenever Lackey successfully damages a player, you may choose a Goblin card in your hand and put it into play 1/1.					
Goblin Matron	SC	C	***	●●●●●	JZ
When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand 1/1.					
Goblin Medic	SC	C	***	●●●●●	UJ
Whenever Medic becomes blocked, it deals 1 damage to target creature or player 1/1.					
Goblin Offensive	SDR	U	***	●●●●●	LZ
Put 1, 1 red Goblin tokens into play.					
Goblin Patrol	SC	C	***	●●●●●	UJ
Long 2/1.					
Goblin Raider	SC	C	***	●●●●●	UJ
Cannot block 2/2.					
Goblin Recruiter	SC	U	***	●●●●●	VS, 6th
When Recruiter comes into play, search your library for any number of Goblin					
Goblin Spelunkers	SC	C	***	●●●●●	JZ
Mountainwalk 2/2.					
Goblin War Buggy	SC	C	***	●●●●●	UJ
Echo War Buggy is unaffected by summoning sickness 2/2.					
Goblin Warriors	EN	R	***	●●●●●	FE, 5th, 6th
Sacrifice two Gobins to put three 1/1 red Goblin tokens into play.					
Goblin Welder	SC	R	***	●●●●●	UJ
Exchange target artifact a player controls for target artifact card in that player's graveyard 1/1.					
Granite Grip	EC	C	***	●●●●●	JL
Enchanted creature gets +1/+0 for each mountain you control.					
Guma	SC	U	***	●●●●●	UJ
Protection from blue 2/2.					
Hammer of Bogardan	SDR	R	***	●●●●●	MG, 6th
Do 3 damage to any target. Return Hammer of Bogardan from your graveyard to your hand. Use only during your upkeep.					
Hand to Head	EN	R	***	●●●●●	TM
Instant and abilities requiring activation cost cannot be played during combat.					
Havoc	EN	U	***	●●●●●	TM
Whenever target opponent casts a white spell, he or she loses 2 life.					
Headlong Rush	INS	C	***	●●●●●	UJ
All attacking creatures gain first strike until end of turn.					
Heart Silver	SC	C	***	●●●●●	TM
All Silvers are unaffected by summoning sickness 1/1.					
Heat of Battle	EN	C	***	●●●●●	SH
Whenever any creature blocks, Heat deals 1 damage to that creature's controller.					
Heat Ray	INS	C	***	●●●●●	LZ
Heat Ray deals X damage to target creature.					
Hulking Cyclops	SC	U	***	●●●●●	VS, 6th
Hulking Cyclops cannot block 5/5.					
Hiccup Auction	SDR	R	***	●●●●●	MG, 6th
Choose target creature. Each player may bid life for control of that creature. Auction ends when the high bid stands. High bidder loses life equal to the high bid and gains control of the creature.					
Impending Disaster	EN	R	***	●●●●●	JL
During your upkeep, if there are seven or more lands in play, sacrifice Impending Disaster and destroy all lands.					
Inferno	INS	R	***	●●●●●	DK, 4th, 5th, 6th
Do 6 damage to all players and all creatures.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Invasion Plans	EN	R	***	●●●●●	SH
Each creature blocks whenever able. Attacking player chooses how creatures block.					
Jackal Pup	SC	L	***	●●●●●	TM
For each 1 damage dealt to Jackal Pup, it deals 1 damage to you 2/1.					
Jagged Lightning	SDR	U	***	●●●●●	UJ
Lightning deals 3 damage to target creature and 3 damage to another creature.					
Jokulhaups	SDR	R	***	●●●●●	IA, 5th, 6th
Rely all artifacts, creatures, and lands.					
Keeper of the Flame	SC	U	***	●●●●●	EX
Keeper of the Flame deals 2 damage to target opponent. Play this ability only if that opponent has more life than you 1/2.					
Kindle	INS	C	***	●●●●●	TM
Kindle deals to target creature or player an amount of damage equal to 2 plus the number of Kindle cards in all graveyards.					
Last-Ditch Effort	INS	J	***	●●●●●	UJ
Sacrifice X creatures. Last-Ditch Effort deals X damage to target creature or player.					
Lava Axe	SDR	C	***	●●●●●	UJ
Lava Axe deals 5 damage to target player.					
Lay Waste	SDR	C	***	●●●●●	UJ
Destroy target land. Cycling.					
Lightning Blast	NS	C	***	●●●●●	TM, 6th
Lightning Blast deals 4 damage to target creature or player.					
Lightning Dragon	SC	R	***	●●●●●	UJ
Flying: Lightning Dragon gets +1/-0 until end of turn 4/4.					
Lightning Elemental	SC	C	***	●●●●●	TM
Lightning Elemental is unaffected by summoning sickness 4/1.					
Lowland Giant	SC	C	***	●●●●●	TM
4/3.					
Mana Ice-Vec	SC	C	***	●●●●●	EX
Discard a card at random. Mana Ice-Vec deals 1 damage to target creature or player 2/2.					

STUMPERS

I have a Humility in play and I cast Opalescence. My Humility wants to remove its own ability, but once the ability is gone, there's no reason to remove it any more. What happens?

The Humility turns itself and all other creatures into 1/1s with no abilities. At this point, it doesn't regain its ability; that would create an infinite loop. (Editor's note: But of course!)

NAME	KIND	CR	RATING	COST	SETS FOUND
Mogg Raider	SC	C	***	●●●●●	TM
Sacrifice a Goblin: Target creature gets +1/-1 until end of turn 1/1.					
Mogg Squad	SC	U	***	●●●●●	TM
Mogg Squad gets -1/-1 for each other creature in play 3/3.					
Molten Hydra	SC	R	***	●●●●●	UL
Put a +1/+1 counter on Hydra. Remove all +1/+1 counters from Hydra: Hydra deals 1 damage to target creature or player for each +1/+1 counter removed this way 1/1.					
Monstrous Hound	SC	R	***	●●●●●	EX
Cannot attack unless you control more lands than defending player. Cannot block unless you control more lands than attacking player 4/4.					
Mountain Goat	SC	C	***	●●●●●	IA, 5th, 6th
Mountainwalk 1/1.					
No Quarter	EN	R	***	●●●●●	TM
Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.					
Oath of Mages	EN	R	***	●●●●●	EX
During each player's upkeep, if that player has less life than target opponent, he or she may have Oath deal 1 damage to that opponent.					
Ogre Shaman	SC	R	***	●●●●●	EX
Discard a card at random. Deal 2 damage to target creature or player 3/3.					
Ook	SC	R	***	●●●●●	UJ
Ook cannot attack unless a creature with greater power also attacks. Ook cannot block unless a creature with greater power also blocks 4/4.					
Onslaught	EN	C	***	●●●●●	EX
Whenever you successfully cast a creature spell, tap target creature.					
Opportunist	SC	L	***	●●●●●	TM
Opportunist deals 1 damage to target creature that was damaged this turn 2/2.					
Orchid Artillery	SC	U	***	●●●●●	L, U, R, 4th, 5th, 6th
Does 2 damage to any target and 3 damage to you 1/3. Misprint: Alpha version lists casting cost as 1.					
Orchid Driftnet	EN	U	***	●●●●●	L, U, R, 4th, 5th, 6th
All of your attack-neg creatures get +1/+0 during your attack. Misprint: Alpha version lists casting cost as 1.					
Outmaneuver	INS	U	***	●●●●●	UJ
X target blocked creatures deal combat damage to defending player instead of to blocking creatures this turn.					
Palimud	SC	R	***	●●●●●	TM
Is added to the number of tapped lands target opponent controls *7/3.					
Pandemonium	EN	R	***	●●●●●	EX
Whenever any creature comes into play, that creature's controller may choose to have it deal damage equal to its power to target creature or player.					
Parch	INS	C	***	●●●●●	UJ
Choose one: Parch deals 2 damage to target creature or player; or Parch deals 4 damage to target blue creatures.					
Paroxysm	EC	U	***	●●●●●	EX
During the upkeep of enchanted creature's controller, reveal the top card of that player's library. If that card is a land, destroy enchanted creature. Otherwise, enchanted creature gets +3/+3 until end of turn.					
Pillage	SDR	U	***	●●●●●	AI, 6th
8, 9 target artifact or land.					
Price of Progress	INS	L	***	●●●●●	EX
Deal 2 damage to each player for each nonbasic land he or she controls.					
Pygmy Pyrosaur	SC	C	***	●●●●●	UJ
Cannot block: Pyrosaur gets +1/+1 until end of turn 1/1.					
Pyromancy	EN	R	***	●●●●●	UJ
Discard a card at random. Pyromancy deals to target creature or player damage equal to the total casting cost of the discarded card.					
Pyrotechnics	SDR	U	***	●●●●●	LG, 4th, 5th, 6th
Do 4 damage divided any way among any number of targets.					
Rack and Ruin	INS	L	***	●●●●●	UJ
Destroy two target artifacts.					
Raging Goblin	SC	C	***	●●●●●	EX, 6th
Raging Goblin is unaffected by summoning sickness 1/1.					
Rain of Salt	SDR	L	***	●●●●●	UJ
Destroy two target lands.					
Rathi Dragon	SC	R	***	●●●●●	TM
Flying: When Rathi Dragon comes into play, sacrifice two mountains or sacrifice Rathi Dragon 5/5.					
Ravenous Baboon	SC	R	***	●●●●●	EX
When Baboons comes into play, destroy target nonbasic land 2/2.					
Raze	SDR	C	***	●●●●●	UJ
At the time you play Raze, sacrifice a land. Destroy target land.					
Reckless Embarkment	SC	L	***	●●●●●	MB, 6th
Moja deals 1 damage to any target and 1 damage to itself 2/2.					
Reckless Ogre	SC	C	***	●●●●●	EX
If Ogre attacks and no other creatures do, it gets +3/+0 until end of turn 3/2.					
Reflexes	EC	C	***	●●●●●	UJ
Enchanted creature gains first strike.					
Relentless Assault	SDR	R	***	●●●●●	VS, 6th
Untrap all creatures that attacked this turn. You may declare an additional attack during your main phase this turn.					
Renegade Warlord	SC	U	***	●●●●●	TM
First strike. If Renegade Warlord attacks, each other attacking creature gets +1/+0 until end of turn 3/3.					
Retromancer	SC	C	***	●●●●●	EX
Whenever Retromancer is the target of a spell or ability, Retromancer deals 3 damage to that spell or ability's controller 3/3.					
Rivalry	EN	R	***	●●●●●	UJ
During each player's upkeep, if that player controls more lands than any other player, deals 2 damage to him or her.					
Rolling Thunder	SDR	C	***	●●●●●	TM
Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.					
Ruin	SDR	R	***	●●●●●	S
Destroy all nonbasic lands.					
Sumbling Crescendo	EN	R	***	●●●●●	UJ
During your upkeep, you may put a counter on Crescendo. Sacrifice: Destroy up to X target artifacts, where X is the number of counters on Crescendo.					
Saberforth	SC	C	***	●●●●●	IA, 5th, 6th
First strike 2/1.					
Saberforth Wyvern	SD	U	***	●●●●●	EX
Flying, first strike 3/2.					
Sandstone Warrior	SC	C	***	●●●●●	TM
First strike: Sandstone Warrior gets +1/+0 until end of turn 1/3.					
Scald	EN	R	***	●●●●●	UJ
Whenever a player taps an island for mana, Scald deals 1 damage to him.					
Scalding Salamander	SC	U	***	●●●●●	EX
Scalding Salamander deals 1 damage to each creature without flying during your controller's play phase. This ability only if Scalding Salamander is attacking and only once each turn 2/1.					

MAGIC

The Gathering

Players Guide

NAME KIND CR RATING COST SETS FOUND

Scorched Earth	SOR	R	***	●●●	TM
Choose and discard X cards. Destroy X target lands.					
Scoria Wurm	SC	R	*	●●●	UZ
During your upkeep, flip a coin. If you lose, return Wurm to owner's hand. 1/2.					
Scrap	INS	C	***	●●●	UZ
Destroy target artifact. Cycling.					
Searing Touch	INS	U	**	●●●	TM
Buyback ●●●. Searing Touch deals 1 damage to target creature or player.					
Seething Anger	SOR	C	***	●●●	SH
Buyback ●●●. Target creature gets +3/-0 until end of turn.					
Seismic Assault	EN	R	***	●●●	EX
Choose and discard a land card. Deal 2 damage to target creature or player.					
Shadowstorm	SOR	J	**	●●●	TM
Shadowstorm deals 2 damage to each creature with shadow.					
Shard Phoenix	SC	R	****	●●●	SH
Flying ●●●●●. Put Shard Phoenix into your hand. Use this ability only if Phoenix is in your graveyard and only during your upkeep. Sacrifice Phoenix; Shard Phoenix deals 2 damage to each creature without flying. 2/2.					
Shatter	INS	C	***	●●●	LUR4THUA5th6th
Destroy target artifact.					
Shattering Pulse	INS	C	***	●●●	EX
Buyback ●●●. Destroy target artifact.					
Shatterstorm	SOR	R	***	●●●	AQR5th6th
Bury all artifacts in play.					
Shiv's Embrace	FC	U	***	●●●	UZ
Creature gets +2/+2 and flying ●●●. Creature gets +1/-0 until end of turn.					
Shivan Helkite	SC	R	***	●●●	UZ
Flying ●●●. Helkite deals 1 damage to target creature or player. 5/5.					
Shivan Phoenix	SC	R	***	●●●	UZ
Flying. When Phoenix is put into a graveyard from play, return it to owner's hand. 3/4.					
Shivan Raptor	SC	U	**	●●●	UZ
First strike; echo. Raptor is unaffected by summoning sickness. 3/1.					
Shock	INS	C	**	●●●	SH,6th
Shock deals 2 damage to target creature or player.					
Shocker	SC	R	***	●●●	TM
If Shocker damages any player, that player discards his or her hand, then draws a new hand of as many cards as he or she had before. 1/1.					
Shower of Sparks	INS	C	**	●●●	UZ
Shower deals 1 damage to target creature and 1 damage to target player.					
Sluggishness	EC	C	**	●●●	UL
Creature cannot block. When Sluggishness is put into graveyard from play, return Sluggishness to owner's hand.					
Sneak Attack	EN	R	***	●●●	UZ
●●●. Choose a creature card from your hand and put it into play. The creature is unaffected by summoning sickness. At the end of turn, sacrifice the creature.					
Sonic Burst	SC	C	***	●●●	EX
Discard a card at random. Burst deals 4 damage to target creature or player.					
Spellsuck	EN	U	**	●●●	EX
When a player casts a spell, Spellsuck deals 2 damage to him or her.					
Spitting Drake	SC	U	**	●●●	VS,6th
Flying. ●●●. +1/+4 until end of turn. Use only once per turn. 2/2.					
Spitting Earth	SOR	C	***	●●●	MG,6th
Do damage to a creature equal to number of mountains you control.					
Spitting Hydra	SC	R	**	●●●	SH
Hydra comes into play with four +1/+1 counters on it. ●●●. Remove a +1/+1 counter from Hydra: Do 1 damage to target creature. 0/0.					
Starke of Rath	SL	R	***	●●●	TM
●●●. Destroy target artifact or creature. That permanent's controller gains control of Starke of Rath permanently. 2/2.					
Steam Blast	SOR	U	***	●●●	UZ
Blast deals 2 damage to each creature and player.					
Stone Rain	SOR	C	***	●●●	LUR4THUA5th6th
Destroy any one land.					
Stun	INS	C	**	●●●	TM
Target creature cannot block this turn. Draw a card.					
Sudden Impact	INS	U	**	●●●	TM
Sudden Impact deals 1 damage to target player for each card in his hand.					
Sulfur Vapors	EN	R	**	●●●	UZ
Whenever any red spell deals damage, it instead deals that amount of damage plus 1.					
Talrune Minotaur	SC	C	**	●●●	MG,6th
Talrune Minotaur is unaffected by summoning sickness. 3/3.					
Tahngarth's Rage	EC	U	**	●●●	TM
If enchanted creature is attacking, it gets +3/+0. Otherwise, it gets -2/-1.					
Thundering Giant	SC	U	**	●●●	UZ
Giant is unaffected by summoning sickness. 4/3.					
Tooth and Claw	EN	R	*	●●●	TM
Sacrifice two creatures. Put a Carnivore token into play. Treat this token as a 3/1 red creature.					
Torch Song	EN	U	**	●●●	UZ
During your upkeep, you may put a counter on Song. ●●●. Sacrifice Song deals X damage to target creature or player, where X is the number of counters on Song.					
Tremor	SOR	C	**	●●●	VS,6th
Tremor deals 1 damage to each creature without flying.					
Vertigo	INS	U	**	●●●	IA,6th
Do 2 damage to target flying creature, which loses flying this turn.					
Vashino Bey	SC	C	*	●●●	UL
If Vashino Bey attacks, all creatures you control attack if able. 4/3.					
Vashino Cuthroat	SC	U	**	●●●	UL
Vashino Cuthroat is unaffected by summoning sickness. At end of turn return Cuthroat to owner's hand. 5/3.					
Vashino Heretic	SC	U	**	●●●	UL
●●●. Destroy target artifact. Vashino Heretic deals to that artifact's controller damage equal to the artifact's total casting cost. 1/3.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Vashino Outrider	SC	C	**	●●●	UZ
Echo. 4/3.					
Vashino Runner	SC	C	**	●●●	UZ
Runner cannot be blocked by only one creature. 3/2.					
Vashino Sandscout	SC	C	**	●●●	UL
Unaffected by summoning sickness. At end of turn, return to owner's hand. 2/1.					
Vashino Sandswimmer	SC	R	**	●●●	UZ
●●●. Flip a coin. If you win the flip, return Sandswimmer to owner's hand. Otherwise, sacrifice Sandswimmer. 3/2.					
Vashino Weaponsmith	SC	C	**	●●●	UZ
Whenever a creature blocks it, Weaponsmith gets -2/+2 until end of turn. 2/2.					
Vashino Warrior	SC	G	**	●●●	MG,6th
4/2.					
Volcanic Dragon	SC	R	***	●●●	MG,6th
Flying. Volcanic Dragon is unaffected by summoning sickness. 4/4.					
Volcanic Geyser	INS	U	**	●●●	MG,6th
Volcanic Geyser deals X damage to target creature or player.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Brilliant Hero	EC	C	***	●●●	UZ
Creature gets +1/+2. When hero is put into a graveyard, return it to owner's hand.					
Burst of Energy	INS	C	**	●●●	UL
Untap target permanent.					
Calming Lull	SC	U	**	●●●	SH
●●●. Becomes a creature enchantment that reads "Enchanted creature cannot attack." Move Lull only to target creature. You may play ●●● to end this effect. 2/2.					
Castle	EN	U	**	●●●	LUR4th,5th,6th
Your untapped creatures gain +0/+2. Attackers don't get this bonus.					
Cataclysm	SOR	R	****	●●●	EX
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment and a land and sacrifices the rest.					
Catastrophe	SOR	R	***	●●●	UZ
Destroy all lands or bury all creatures.					
Celestial Dawn	EN	R	***	●●●	MG,6th
All non-land cards you own are white. All lands you control are plains. All colored mana symbols on all of these cards and permanents are ●.					

KILLER COMBOS



We here at **ID Gamer** are all for hurling live animals at our foes[®], and fortunately, it's legal with the **Bloodshot Cyclops**. To maximize your sacrifices, put a little juice into those critters first with the **Ivy Seer**. Everyone ready now? Pull!

*The staff of **InQuest** in no way condones the hurling of live animals. Except sea monkeys.

Vug Lizard	SC	U	***	●●●	UZ
Echo. Mountainwalk. 3/4.					
Wall of Diffusion	SC	C	***	●●●	TM
Wall of Diffusion can block creatures with shadow. 0/5.					
Wall of Fire	SC	U	**	●●●	LUR4th,5th,6th
●●●. +1/+0. 0/5.					
Wall of Razors	SC	U	**	●●●	SH
First strike. 4/1.					
Wild Wurm	SC	U	**	●●●	TM
When Wurm comes into play, flip a coin. If you lose, return Wurm to your hand. 5/4.					
Wildfire	SOR	R	***	●●●	UZ
Each player sacrifices four lands, then Wildfire deals 4 damage to each creature.					

WHITE

Absolute Grace	EN	U	**	●●●	UZ
All creatures gain protection from black.					
Absolute Law	EN	U	**	●●●	UZ
All creatures gain protection from red.					
Advance Scout	SC	C	***	●●●	TM
First strike ●●●. Target creature's power first strike until end of turn. 1/1.					
Ally	SC	C	**	●●●	EX
Buyback ●●●. Destroy target permanent.					
Angelic Blessing	SC	C	**	●●●	EX
Target creature gets +3/+3 and gains flying until end of turn.					
Angelic Curator	SC	C	**	●●●	UL
Flying. Protection from artifacts. 1/1.					
Angelic Chorus	EN	R	***	●●●	UZ
When a creature comes into play under your control, gain life equal to its toughness.					
Angelic Page	SC	C	**	●●●	UZ
Flying. ●●●. Target attacking or blocking creature gets +1/+1 until end of turn. 1/1.					
Angelic Protector	SC	U	**	●●●	TM
Flying. If Protector is target of a spell or ability, it gets +0/+3 until end of turn. 2/2.					
Animate Wall	EC	R	*	●●●	LUR4th,5th,6th
Target wall may now attack.					
Anoint	INS	C	***	●●●	TM
Buyback ●●●. Prevent up to 3 damage to any creature.					
Archangel	SC	R	***	●●●	VS,6th
Flying. Attacking does not cause Archangel to tap. 5/5.					
Ardent Militia	SC	C	**	●●●	WL,6th
Attacking does not cause Ardent Militia to tap. 2/5.					
Armageddon	SOR	R	****	●●●	LUR4th,5th,6th
Destroy all lands in play.					
Armor Silver	SC	U	**	●●●	TM
Each Silver gains "This creature gets +0/+1 until end of turn." 2/2.					
Armored Pegasus	SC	R	**	●●●	TM,6th
Flying. 1/2.					
Auratos	SC	R	**	●●●	TM
Sacrifice an enchantment: Auratos gets +2/+2 until end of turn. 1/2.					
Avenging Angel	SC	R	***	●●●	TM
Flying. If Avenging Angel is put into any graveyard from play, you may put Avenging Angel on top of owner's library. 3/3.					
Bandage	INS	C	**	●●●	SH
Prevent 1 damage to any creature or player. Draw a card.					
Blessed Reversal	INS	R	**	●●●	UL
Gain 3 life for each creature attacking you.					

Cessation	EC	C	***	●●●	UL
Enchanted creature cannot attack. When Cessation is put into a graveyard from play, return Cessation to owner's hand.					
Change of Heart	INS	C	**	●●●	SH
Buyback ●●●. Target creature cannot attack this turn.					
Charging Paladin	SC	C	**	●●●	EX
If Charging Paladin attacks, it gets +0/+3 until end of turn. 2/2.					
CoP: Black	EN	C	***	●●●	BUR4THUA5th6th
●●●. Prevent all damage to you from one black source.					
CoP: Blue	EN	C	***	●●●	LUR4th,5th,6th
●●●. Prevent all damage to you from one blue source.					
CoP: Green	EN	C	***	●●●	LUR4th,5th,6th
●●●. Prevent all damage to you from one green source.					
CoP: Red	EN	C	***	●●●	LUR4th,5th,6th
●●●. Prevent all damage to you from one red source.					
CoP: Shadow	EN	C	***	●●●	TM
●●●. Prevent all damage to you from a creature with shadow.					
CoP: White	EN	C	***	●●●	LUR4th,5th,6th
●●●. Prevent all damage to you from one white source.					
Cleric	INS	U	**	●●●	UZ
Destroy target enchantment. Cycling. ●●●.					
Cleric en-Yee	SC	C	**	●●●	TM
●●●. Prevent 1 damage to any creature or player. 1/1.					
Cloudchaser Eagle	SC	C	**	●●●	TM
Flying. When Eagle comes into play, destroy target enchantment. 2/2.					
Congregate	INS	C	***	●●●	UZ
Target player gains 2 life for each creature in play.					
Contemplation	EN	U	***	●●●	SH
Whenever you successfully cast a spell, gain 1 life.					
Convalescence	EN	R	**	●●●	EX
During your upkeep, if you have 10 or less life, gain 1 life.					
Conviction	EC	C	**	●●●	SH
Enchanted creature gets +1/+3. ●●●. Return Conviction to owner's hand.					
Crusade	EN	R	***	●●●	LUR4th,5th,6th
All white creatures gain +1/+1.					
D'Avenant Archer	SC	C	**	●●●	LG,CH,5th,6th
Do 1 damage to target attacking or blocking creature. 1/2.					
Daraja Griffin	SC	U	**	●●●	VS,6th
Flying. Sacrifice Daraja Griffin: Destroy target black creature. 2/2.					
Defender of Law	SC	C	**	●●●	UL
Protection from red. You may play Defender any time you could play an instant. 2/1.					
Devout Harpist	SC	C	**	●●●	UL
●●●. Destroy target creature enchantment. 1/1.					
Defensive Formation	EN	U	**	●●●	UZ
You always choose how creatures attacking you deal combat damage.					
Disciple of Grace	SC	C	**	●●●	UZ
Protection from black. Cycling. ●●●. 1/2.					
Disciple of Law	SC	C	**	●●●	UZ
Protection from red. Cycling. ●●●. 1/2.					
Disenchant	INS	C	****	●●●	LUR4th,5th,6th
Destroy target enchantment or artifact.					
Divine Transformation	EC	U	***	●●●	LG,4th,5th,6th
Target creature gets +3/+3.					
Ekundu Griffin	SC	C	**	●●●	MG,6th
Flying. First strike. 2/2.					
Elite Archers	SC	R	**	●●●	UZ
Elite Archers deals 3 damage to target attack or blocking creature. 3/3.					
Elite Javeliner	SC	C	**	●●●	TM
If Javeliner blocks, it deals 1 damage to target attacking creature. 2/2.					

MAGIC FACT Mirage land Teferi's Isle and Visions' enchantment Katabatic Winds are the only non-creature permanents with phasing.

MAGIC DATA

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SL Summon Creature
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legendary Land	SC Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

NAME	KIND	CR	RATING	COST	SETS FOUND
Enlightened Tufor	INS	U	***	★	MG,6th
Search your library for an artifact or enchantment card and reveal that card to all players. Put the revealed card back on top of your library.					
Erase	INS	C	***	★	UL
Remove target enchantment from the game.					
Ethereal Champion	SC	R	***	★	MG,6th
Pay 1 life: Prevent 1 damage to Ethereal Champion, 3/4.					
Exalted Dragon	SC	R	***	★	EX
Flying. Each turn, Exalted Dragon cannot attack unless you sacrifice a land, 5/5.					
Exile	INS	R	***	★	AL,6th
Remove target non-white artifact from game. Gain 1 life—toughness.					
Expendable Troops	SC	C	***	★	UL
Sacrifice: Expendable Troops deals 2 damage to target attacking or blocking creature, 2/1.					
Faith Healer	SC	R	***	★	UZ
Sacrifice an enchantment: Gain life equal to the enchantment's total casting cost, 1/1.					
Field of Souls	EN	R	***	★	TM
Whenever a non-token creature is put into your graveyard from play, put an Essence token into play. Treat as a 1/1 white creature with flying.					
Flickering Ward	EC	J	***	★	TM
When you play Flickering Ward, choose a color. Enchanted creature gains protection from the chosen color. ★ Return Ward to owner's hand.					
Gallantry	INS	U	***	★	TM
Target blocking creature gets +4/+4 until end of turn. Draw a card.					
Gerrard's Battle Cry	INS	R	***	★	TM
★ All creature you control get +1/+1 until end of turn.					
Glorious Anthem	EN	R	***	★	UZ
All creatures you control get +1/+1.					
Hanna's Custody	INS	C	***	★	TM
Artifacts cannot be the target of spells or abilities.					
Healing Salve	INS	C	***	★	LU,4th,5th,6th,7th
Choose one—Target player gains 3 life; or prevent up to 3 damage to a target.					
Heavy Ballista	SC	C	***	★	WL,6th
Ballista deals 2 damage to target attacking or blocking creature, 2/3.					
Herald of Serra	SC	R	***	★	UZ
Flying. Each attacking does not cause Herald of Serra to tap, 3/4.					
Hero's Resolve	EC	C	***	★	TM,6th
Enchanted creature gets +1/+5.					
Hidden Retreat	EN	R	***	★	SH
Choose a card in your hand and put it on top of your library. Prevent all damage from an instant or sorcery.					
High Ground	EN	U	***	★	EX
Each creature you control may block one additional creature.					
Honor Guard	SC	C	***	★	SH
★ Honor Guard gets +0/+1 until end of turn, 1/1.					
Hope and Glory	INS	U	***	★	UL
Untap two target creatures. Each of them gets +1/+1 until end of turn.					
Humble	INS	U	***	★	JZ
Target creature loses all abilities and is a 0/1 creature until end of turn.					
Humility	EN	R	***	★	TM
Each creature loses all abilities and is a 1/1 creature.					
Icetan Town	SOR	R	***	★	LE,5th,6th
Put in 10 Citizen tokens, which are 1/1 white creatures, in play.					
Infantry Veteran	SC	C	***	★	VS,6th
★ Target attacking creature gets +1/-1 until end of turn, 1/1.					
Intrepid Hero	SC	R	***	★	UZ
★ Destroy target creature with power 4 or greater, 1/1.					
Involuntarily	INS	J	***	★	TM
Buyback: ★ Prevent all damage to you from one source.					
Iron Will	INS	C	***	★	UL
Target creature gets +0/+4 until end of turn, Cycling.					
Karmic Guide	SC	R	***	★	UL
Flying, protection from black, echo. When Karmic Guide comes into play, choose target creature card in your graveyard and put that creature into play, 2/2.					
Keeper of the Light	SC	U	***	★	EX
★ ★ Gain 3 life. Use only if you have less life than target opponent, 1/2.					
Kismet	EN	U	***	★	LG,4th,5th,6th
★ All of target opponent's creatures, lands and artifacts are put tapped.					
Kjeldoran Royal Guard	SC	R	***	★	UA,5th,6th
★ Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead, 2/5.					
Knight of Dawn	SC	U	***	★	TM
First strike. Knight gains protection from a color of your choice until end of turn, 2/2.					
Knighthood	EN	U	***	★	UL
★ A creature you control gain first strike.					
Kor Chant	INS	C	***	★	EX
Redirect to target creature all damage dealt to any one creature you control from any one source.					
Lancers en-Kor	SC	U	***	★	SH
★ Redirect 1 damage from Lancers to a creature you control, 3/3.					
Light of Day	EN	U	***	★	TM,6th
Black creatures cannot attack or block.					
Limited Resources	EN	R	***	★	EX
Each player chooses five lands he controls and sacrifices the rest. As long as there are ten or more lands in play, players cannot play lands.					
Longbow Archer	SC	U	***	★	VS,6th
First strike. Longbow Archer can block creatures with flying, 2/2.					
Marble Titan	SC	R	***	★	TM
Creatures with power 3 or greater do not untap during their untap phases, 3/3.					
Martyr's Cause	EN	U	***	★	UL
Sacrifice a creature: Prevent all damage to a creature or player from one source.					
Master Decoy	SC	C	***	★	TM
★ ★ Tap target creature, 1/2.					
Mesa Falcon	SC	C	***	★	HL,5th,6th
Flying: ★ ★ +0/+1 until end of turn, 1/1.					
Monk Idealist	SC	U	***	★	UZ
When Idealist comes into play, return target enchantment card from your graveyard to your hand, 2/2.					
Monk Realist	SC	C	***	★	UZ
When Realist comes into play, destroy target enchantment, 1/1.					
Mother of Runes	SC	U	***	★	UL
★ Target creature you control gains protection from a color of your choice until end of turn, 1/1.					
Mounted Archers	SC	C	***	★	TM
Can block creatures with flying. ★ Can block an additional creature this turn, 2/3.					
Nomads en-Kor	SC	C	***	★	SH
★ Redirect 1 damage from Nomads en-Kor to a creature you control, 1/1.					
Oath of Lieges	EN	R	***	★	EX
During each player's upkeep, if he controls fewer lands than target opponent, he may search his or her library for a basic land card and put that land into play.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Opal Acrolith	EN	U	***	★	UZ
Whenever an opponent successfully casts a creature spell, if Acrolith is an enchantment, it becomes a 2/4 Guardian creature. ★ Acrolith becomes an enchantment.					
Opal Avenger	EN	R	***	★	UL
When you have 10 life or less, Opal Avenger becomes a 3/5 creature that counts as a guardian.					
Opal Archangel	EN	R	***	★	UZ
When one of your opponents successfully casts a creature spell, Archangel becomes a 5/5 flying Angel. Attacking does not cause Archangel to tap.					
Opal Caryatid	EN	C	***	★	UZ
When one of your opponents successfully casts a creature spell, if Caryatid is an enchantment, Caryatid becomes a 2/2 Soldier.					
Opal Champion	EN	C	***	★	UL
When one of your opponents successfully casts a creature spell, Opal Champion becomes a 3/3 creature with first strike that counts as a knight.					
Opal Gargoyles	EN	C	***	★	UZ
When one of your opponents successfully casts a creature spell, if Gargoyles is an enchantment, Gargoyles becomes a 2/2 flying Gargoyle.					
Opal Titan	EN	R	***	★	UZ
When one of your opponents successfully casts a creature spell, Titan becomes a 4/4 creature with protection from each of that spell's colors and that counts as a Giant.					
Oracle en-Yee	SC	R	***	★	TM
★ Opponent chooses some creatures he controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of turn, destroy each of those creatures that did not attack. Use only during your turn, 1/1.					
Order of the Sacred Torch	SC	R	***	★	UA,5th,6th
★ Pay 1 life to counter a black spell, 2/2.					
Orin, Samite Healer	SC	R	***	★	TM
Counts as a Cleric. ★ Prevent up to 3 damage to any creature or player, 1/3.					
Orin's Prayer	EN	U	***	★	TM
If any creature attacks you, gain 1 life for each attacking creature.					

STUMPERS



At the beginning of your upkeep, you must put a face counter on Powder Keg.

★ Sacrifice Powder Keg: Destroy each artifact and creature with converted mana cost equal to the number of face counters on Powder Keg.

Can Powder Keg destroy token creatures? How about animated lands?

No. Token creatures and lands have no mana cost—not even zero—so they cannot have a converted mana cost. They will not be destroyed by a Powder Keg that does not have any counters.

Pacifism	EC	C	***	★	MG,7th,8th
Enchanted creature cannot attack or block.					
Paladin en-Yee	SC	R	***	★	EX
First strike, protection from black, protection from red, 2/2.					
Pariah	EC	R	***	★	UZ
Redirect to enchanted creature all damage dealt to you.					
Path of Peace	SOR	C	***	★	UZ
Destroy target creature. That creature's owner gains 4 life.					
Peace and Quiet	INS	U	***	★	UL
Destroy target target enchantments.					
Peace of Mind	EN	U	***	★	EX
★ Choose and discard a card: Gain 3 life.					
Pearl Dragon	SC	R	***	★	MG,6th
Flying: ★ ★ +0/+1, 4/4.					
Pegasus Charger	SC	C	***	★	UZ
Flying, first strike, 2/1.					
Pegasus Refuge	EN	R	***	★	TM
★ Choose and discard a card: Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.					
Pegasus Stampede	EN	U	***	★	EX
Buyback: Sacrifice a land. Put a 1/1 white flying Pegasus token into play.					
Penance	EN	U	***	★	EX
Choose a card from your hand and put that card on top of your library. Prevent all damage from a black or red source.					
Planar Birth	SOR	R	***	★	UZ
Put all basic lands from all graveyards into play under their owners' control tapped.					
Planar Collapse	EN	R	***	★	UL
During your upkeep, if there are four or more creatures in play, sacrifice Collapse and destroy all creatures. Those creatures cannot be regenerated this turn.					
Presence of the Master	EN	U	***	★	UZ
Whenever a player plays an enchantment spell, counter it.					
Purify	SOR	R	***	★	UL
Destroy all artifacts and enchantments.					
Pursuit of Knowledge	EN	R	***	★	SH
Skip drawing a card: Put a study counter on Pursuit. Remove three study counters from Pursuit. Sacrifice Pursuit: Draw seven cards.					
Quickening Lizard	SC	U	***	★	TM
★ ★ Low becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of a creature. You pay ★ to end this effect, 1/1.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Radiant Archangel	SL	R	***	④③③③	UL
Flying. Counts as an angel. Attacking does not cause Radiant to tap. Radiant gets +1/+1 for each other creature with flying in play, 3/3.					
Radiant's Dragons	SC	U	***	④③③③	UL
Echo. When Radiant's Dragons comes into play, gain 5 life, 2/5.					
Radiant's Judgment	INS	C	***	④③③③	UL
Destroy target creature power 4 or greater, Cycling.					
Reaping the Rewards	INS	C	***	④③③③	EX
Buyback—Sacrifice a land. Gain 2 life.					
Reconnaissance	EN	U	***	④③③③	EX
④ Remove target attacking creature you control from combat and untap it.					
Redeem	INS	U	***	④③③③	UZ
Prevent all damage to one or two creatures.					
Regal Unicorn	SC	C	***	④③③③	Porta,5th,6th
2/3.					
Remedy	INS	C	***	④③③③	VS,6th
Prevent up to 5 damage to any number of creatures and/or players.					
Remembrance	EN	R	***	④③③③	UZ
Whenever a nontoken creature you control is put into a graveyard, you may search your library for a copy of that creature, reveal the card and put it into your hand.					
Repentance	SOR	U	***	④③③③	TM
Target creature deals to itself damage equal to its power.					
Reprisal	INS	U	***	④③③③	AL,6th
Bury target creature with power 4 or greater.					
Resistance Fighter	SC	C	***	④③③③	VS,6th
Sacrifice: Target creature deals no combat damage this turn, 1/1.					
Reverse Damage	INS	R	***	④③③③	LU,4th,5th,6th
All damage from any one source is instead added to your life total.					
Rolling Stones	EN	R	***	④③③③	SH
Walls can attack as though they were not Walls.					
RoP: Artifacts	EN	U	***	④③③③	UZ
④ Prevent all damage to you from an artifact source, Cycling.					
RoP: Black	EN	C	***	④③③③	UZ
④ Prevent all damage to you from a black source, Cycling.					
RoP: Blue	EN	C	***	④③③③	UZ
④ Prevent all damage to you from a blue source, Cycling.					
RoP: Green	EN	C	***	④③③③	UZ
④ Prevent all damage to you from a green source, Cycling.					
RoP: Lands	EN	R	***	④③③③	UZ
④ Prevent all damage to you from a land source, Cycling.					
RoP: Red	EN	C	***	④③③③	UZ
④ Prevent all damage to you from a red source, Cycling.					
RoP: White	EN	C	***	④③③③	UZ
④ Prevent all damage to you from a white source, Cycling.					
Sacred Ground	EN	R	***	④③③③	SH
Whenever an effect controlled by any opponent puts a land into your graveyard from play, put that land into play.					
Sacred Guide	SC	R	***	④③③③	TM
④③③③ Sacrifice Gu de Rival and remove cards from your library from the game until you reveal a white card. Put that card into your hand, 1/1.					
Safeguard	EN	R	***	④③③③	TM
④③③③ Target creature deals no combat damage this turn.					
Samite Blessing	EC	C	***	④③③③	SH
④③③③ Prevent all damage to any creature from any one source.					
Samite Healer	SC	C	***	④③③③	LU,4th,6th
④ Prevent 1 damage to any target, 1/1.					
Sanctum Custodian	SC	C	***	④③③③	UZ
④ Prevent up to 2 damage to a creature or player, 1/2.					
Sanctum Guardian	SC	U	***	④③③③	UZ
Sacrifice: Prevent all damage to a creature or player from one source, 1/4.					
Scapegoat	INS	U	***	④③③③	SH
Sacrifice a creature. Return any # of target creatures you control to owner's hand.					
Seasoned Marshal	SC	U	***	④③③③	SH
Whenever Marshal attacks, you may tap target creature, 2/2.					
Serene Offering	INS	U	***	④③③③	TM
Destroy target enchantment, Gu de Rife equal to its total casting cost.					
Serenity	EN	R	***	④③③③	W,6th
During your upkeep, bury all artifacts and enchantments.					
Serra Avatar	SC	R	***	④③③③	UZ
Avatar has power and toughness each equal to your life total. When Avatar is put into a graveyard, shuffle Avatar into owner's library, 1/1.					
Serra Zealot	SC	C	***	④③③③	UZ
First strike, 1/1.					
Serra's Blessing	EN	U	***	④③③③	W,6th
Attacking does not cause creatures you control to tap.					
Serra's Embrace	EC	U	***	④③③③	UZ
Enchanted creature gets +2/+2 and gains flying. Attacking does not cause unenchanted creature to tap.					
Serra's Hymn	EN	U	***	④③③③	UZ
During your upkeep, you may put a counter on Hymn. Sacrifice: Prevent up to X damage total to any number of creatures and/or players, where X is the number of counters.					
Serra's Liturgy	EN	R	***	④③③③	UZ
During your upkeep, you may put a counter on Liturgy. Sacrifice: Destroy up to 1 target artifacts and/or enchantments, where X is the number of counters.					
Shackles	EC	C	***	④③③③	E
Enchanted creature does not untap. Return Shackles to owner's hand.					
Shaman En-Kor	SC	R	***	④③③③	SC
Redirect 1 damage from Shaman to a creature you control. ④③③③. Redirect to Shaman en-Kor all damage dealt to any one creature from any one source, 1/1.					
Shield Mate	SC	C	***	④③③③	E
Sacrifice Shield Mate: Target creature gets +0/+4 until end of turn, 1/1.					
Shimmering Barrier	SC	U	***	④③③③	UZ
First strike, Cycling, ④/3.					
Silent Attendant	SC	C	***	④③③③	UZ
Gain 1 life, 0/2.					
Skyshroud Falcon	SC	C	***	④③③③	SC
Flying. Attacking does not cause Skyshroud Falcon to tap, 1/1.					
Smite	INS	C	***	④③③③	UZ
Destroy target blocked creature.					
Soltari Champion	SC	R	***	④③③③	SC
Shadow: If attacking, all your other creatures get +1/+1 until end of turn, 2/2.					
Soltari Crusader	SC	U	***	④③③③	UZ
Shadow: ④③③③ Soltari Crusader gets +1/+0 until end of turn, 2/1.					
Soltari Emissary	SC	R	***	④③③③	UZ
Soltari Emissary gains shadow until end of turn, 2/1.					
Soltari Fort Soldier	SC	C	***	④③③③	UZ
Shadow, 1/1.					
Soltari Lancer	SC	C	***	④③③③	UZ
Shadow: First strike when attacking, 2/2.					
Soltari Monk	SC	U	***	④③③③	T
Protection from black; shadow, 2/1.					

MAGIC

The Gathering

Players Guide

NAME	KIND	CR	RATING	COST	SETS FOUND
Soltari Priest	SC	U	***	***	TM
Protect on from red shadow. 2/1					
Soltari Trooper	SC	C	**	***	TM
Shadow. If Soltari Trooper attacks, it gets +1/+1 until end of turn. 1/1.					
Soltari Visionary	SC	C	***	***	EX
Shadow. If Visionary damages a player, destroy an enchantment that player controls. 2/2					
Songsticker	SC	U	**	*	UJ
*** Target attacking creature with flying deals no combat damage this turn. 1/1					
Soul Sculptor	SC	R	***	**	UJ
*** Target creature becomes an enchantment and loses all abilities until a player successfully casts a creature spell. 1-1					
Soul Warden	SC	C	**	*	EX
Whenever any other creature comes into play, gain 1 life. 1/1					
Spirit-en-Kor	SC	C	***	***	SH
Flying. Redirect 1 damage from Spirit to a creature you control. 2/2					
Spirit Link	EC	U	***	***	6.4th, 5th, 6th
Gain 1 life for every point of damage done by target creature.					
Spirit Mirror	EN	R	***	***	TM
During your upkeep, if there are no Reflection tokens in play, put a 2/2 white Reflection token into play. D: Destroy target Reflection.					
Standing Troops	SC	C	**	**	EX, 6th
Attacking does not cause Standing Troops to tap. 1/4					
Staunch Defenders	SC	U	***	***	TM, 6th
When Staunch Defenders comes into play, gain 4 life. 3/4					
Sunweb	SC	R	***	***	MG, 6th
Flying. Cannot block creatures with power 2 or less. 5/6					
Sustainer of the Realm	SC	U	***	***	UL
Flying. Whenever Sustainer blocks, it gets +0/+2 until end of turn. 2/3					
Talon Silver	SC	C	***	***	TM
All Silvers gain first strike. 1/1					
Tariff	SC	R	***	***	WL, 6th
Each player chooses a creature with the highest casting cost he controls, and pays mana equal to that creature's casting cost or loses the creature.					
Temper	INS	U	***	***	SH
Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature.					
Tragic Poet	SC	C	**	*	UL
Sacrifice: Return target enchantment card from your graveyard to hand. 1/1					
Treasure Hunter	SC	J	***	***	EX
When hunter comes into play, return an artifact from your graveyard to hand. 2/2					
Tundra Wolves	SC	C	**	*	LG, 4th, 5th, 6th
First strike. 1/1.					
Unyaro Griffin	SC	U	***	***	MG, 6th
Flying. Sacrifice Unyaro Griffin: Counter target red spell that assigns damage to you or a creature you control. 2/2					
Venerable Monk	SC	C	**	*	SH, 6th
When Venerable Monk comes into play, gain 2 life. 2/2					
Voice of Grace	SC	U	***	***	UJ
Flying. Protection from black. 2/2					
Voice of Law	SC	U	***	***	UJ
Flying. Protection from red. 2/2					
Wall of Essence	SC	U	***	***	SH
For each 1 combat damage dealt to Wall of Essence, gain 1 life. 0/4					
Wall of Nets	SC	R	***	***	EX
At end of combat, remove from game all creatures blocked by Wall. If Wall leaves play, return all removed creatures to the game. 0/1					
Wall of Swords	SC	U	***	***	LUR, 4th, 5th, 6th
Flying. 3/6					
Warmth	EN	U	***	***	TM, 6th
Whenever target opponent successfully casts a red spell, gain 2 life.					
Warrior Angel	SC	R	***	***	SH
Flying. For each 1 damage Warrior Angel deals, gain 1 life. 3/4					
Warrior-en-Kor	SC	U	***	***	SH
Redirect 1 damage from Warrior-en-Kor to a creature you control. 2/2					
Warrior's Honor	INS	C	***	***	VS, 6th
All creatures you control get +1/+1 until end of turn.					
Waylay	INS	U	***	***	UJ
Put three 2/2 white Knight tokens into play. Remove them from game at end of turn.					
Welkin Hawk	SC	C	***	***	EX
Flying. If Hawk is put into any graveyard from play, you may search your library for a Welkin Hawk card and put it into your hand. 1/1					
Winds of Rath	SOR	R	***	***	TM
Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.					
Worship	EN	R	***	***	UJ
Damage that would reduce your life total to less than 1 instead reduces it to 1 if you control a creature.					
Worthy Cause	INS	U	***	***	TM
Buyback. Sacrifice a creature. Gain life equal to the creature's toughness.					
Wrath of God	INS	R	***	***	LUR, 4th, 5th, 6th
Buy a creature in play.					
Youthful Knight	SC	C	**	*	SH
First strike. 2/1					
Zealots on-Dal	SC	J	***	***	EX
During your upkeep, if a nonland permanent you control are white, gain 1 life. 2/4					

LANDS					
Adarkar Wastes	LAN	R	***	***	5th, 6th
Add one colorless mana to your mana pool. Add one to your mana pool and take 1 damage.					
Ancient Tomb	LAN	U	***	***	TM
Add one colorless mana to your mana pool. Tomb deals 2 damage to you.					
Blasted Landscape	LAN	L	***	***	JJ
Add one colorless mana to your mana pool. Cycling.					

NAME	KIND	CR	RATING	SETS FOUND
Brackland	LAN	R	***	IA, 5th, 6th
Add 1 colorless mana to your pool. Add one to your mana pool and take 1 damage.				
Caldera Lake	LAN	R	***	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add one to your mana pool. Caldera Lake deals 1 damage to you.				
Clash of Brains	LAN	U	***	TM
Add one colorless mana to your mana pool. Add one to your mana pool. Clash of Brains does not untap during your next untap phase.				
City of Brass	LAN	R	***	AMCH, 5th, 6th
Add 1 mana of any color. Take 1 damage whenever City is tapped.				
City of Traitors	LAN	R	***	EX
If you play a land, sacrifice City. Add two colorless mana to your mana pool.				

NAME	KIND	CR	RATING	SETS FOUND
Shannon Gorge	LAN	R	***	UJ
Add one colorless mana to your mana pool. Gorge deals 1 damage to each of your opponents.				
Shimmering Forest	LAN	R	***	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add one to your mana pool. Forest deals 1 damage to you.				
Slippery Marsh	LAN	C	***	UJ
Comes into play tapped. Add one to your mana pool. Cycling.				
Sundering Crater	LAN	C	***	UJ
Comes into play tapped. Add one to your mana pool. Cycling.				
Swarming Pool	LAN	U	***	JJ
Comes into play tapped. Add one to your mana pool. Pool becomes a 1/1 back creature with Regenerate until end of turn.				

KILLER COMBOS



Emperor Crocodile is the king of the waterways—which clearly explains why he's green instead of blue—but he's just not up to snuff when he has no one to rule. Most of his weenie companions have an annoying tendency of getting picked off, but the Elvish Lookout stands a vigilant sentry, ensuring that your Croc sticks around to rule the day.

Crystal Vein LAN U ** MG, 6th
Add one to your mana pool. Sacrifice. Add one to your mana pool.

Drifting Meadow LAN C *** UJ
Comes into play tapped. Add one to your mana pool. Cycling.

Dwarven Ruins LAN U *** FE, 5th, 6th
Comes into play tapped. Add one to your mana pool. Sacrifice Dwarven Ruins. Add one to your mana pool.

Elbow Stronghold LAN U *** FE, 6th, 8th
Comes into play tapped. Add one to your mana pool. Sacrifice Elbow Stronghold. Add one to your mana pool.

Faerie Conclave LAN U *** UL
Comes into play tapped. Add one to your mana pool. Conclave becomes a 2/1 blue creature with flying until end of turn. This creature still counts as a land.

Forbidden Watchtower LAN U *** UL
Comes into play tapped. Add one to your mana pool. Watchtower becomes a 1/5 white creature until end of turn. This creature still counts as a land.

Gaea's Cradle LAN R *** UJ
Add one to your mana pool for each creature you control.

Gifts Encampment LAN U *** UL
Comes into play tapped. Add one to your mana pool. Encampment becomes a 2/1 red creature with first strike until end of turn.

Ghost Town LAN U *** TM
Add one colorless mana to your mana pool. Return Ghost Town to owner's hand. Use this ability only during another player's turn.

Havenwood Battleground LAN U *** FE, 5th, 6th
Comes into play tapped. Add one to your mana pool. Sacrifice Havenwood Battleground. Add one to your mana pool.

Karpaloon Forest LAN R *** IA, 6th, 8th
Add one to your mana pool. Add one to your mana pool and take 1 damage.

Maze of Shadows LAN U *** TM
Add one colorless mana to your mana pool. Untap target attacking creature with shadow. That creature neither deals nor receives combat damage.

Mogg Hollows LAN U *** TM
Add one colorless mana to your mana pool. Add one to your mana pool. Mogg Hollows does not untap during your next untap phase.

Phryxian Tower LAN R *** UJ
Add one colorless mana to your mana pool. Sacrifice a creature. Add one to your mana pool.

Pine Barrens LAN R *** TM
Comes into play tapped. Add one colorless mana to your mana pool. Add one to your mana pool. Pine Barrens deals 1 damage to you.

Polished Mirror LAN C *** UJ
Comes into play tapped. Add one to your mana pool. Cycling.

Reflecting Pool LAN R *** TM
Add one to your pool 1 mana of any type that any land you control can produce.

Remetic Lake LAN U *** UJ
Comes into play tapped. Add one to your mana pool. Cycling.

Rootwater Depths LAN U *** TM
Add one colorless mana to your mana pool. Add one to your mana pool. Rootwater Depths does not untap during your next untap phase.

Ruins of Trokair LAN U *** FE, 5th, 6th
Comes into play tapped. Add one to your mana pool. Sacrifice Ruins of Trokair. Add one to your mana pool.

Salt Flats LAN R *** TM
Comes into play tapped. Add one colorless mana to your mana pool. Add one to your mana pool. Salt Flats deals 1 damage to you.

Scrubland LAN R *** TM
Comes into play tapped. Add one colorless mana to your mana pool. Add one to your mana pool. Scrubland deals 1 damage to you.

Serra's Sanctum LAN R *** UJ
Add one to your mana pool for each enchantment you control.

Stalking Stones LAN U *** TM
Add one colorless mana to your mana pool. Stalking Stones becomes a 3/3 artifact creature permanently.

Sulfurous Springs LAN R *** IA, 5th, 6th
Add one to your mana pool. Add one to your mana pool and take 1 damage.

Sylvanite Temple LAN U *** FE, 5th, 6th
Comes into play tapped. Add one to your mana pool. Sacrifice Sylvanite Temple. Add one to your mana pool.

Thalakan Lowlands LAN U *** TM
Add one colorless mana to your mana pool. Add one to your mana pool. Does not untap during your next untap phase.

Thran Quarry LAN R *** UJ
At the end of each turn, if you control no creatures, sacrifice Thran Quarry. Add one mana of any color to your mana pool.

Tolarian Academy LAN R *** UJ
Add one to your mana pool for each artifact you control. Blessed.

Treetop Village LAN U *** UL
Comes into play tapped. Add one to your mana pool. Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Underground River LAN R *** IA, 5th, 6th
Add one to your mana pool. Add one to your mana pool and take 1 damage.

Vec Township LAN U *** TM
Add one colorless mana to your mana pool. Add one to your mana pool. Vec Township does not untap during your next untap phase.

Vokral's Stronghold LAN R *** SH
Add one colorless mana to your mana pool. Put target creature card from your graveyard on top of your library.

Wasteland LAN U *** TM
Add one colorless mana to your mana pool. Sacrifice Wasteland. Destroy target nonbasic land.

Send your questions to:
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 write to:
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MAGIC FACT While islandhome is seen in a number of blue creatures, Ice Age common Gorilla Pack is the only one with foresthome.

MAGIC DATA										C=COMMON			U=UNCOMMON			R=RARE		
ARTIFACT		BLACK		BLUE		GOLD		GREEN		RED		WHITE		LAND				
ART Artifact		EA Enchant Artifact		EN Enchantment		INT Interrupt		SC Summon Creature										
AC Artifact Creature		EC Enchant Creature		EW Enchant World		LL Legendary Land		SL Summon Legend										
CR Current Rarity		EL Enchant Land		INS Instant		MS Mana Source		SOR Sorcery										

Players Guide Spotlight

Magic: The Gathering: Urza's Destiny



BANZAI! Urza's Destiny unleashes a slew of surprises.

The *Urza's Saga* block has come to a close with *Urza's Destiny*, the third "Urza" expansion and the 17th overall. Like the three previous non-standalone expansions, *Destiny* contains 143 cards, including 44 rares, 44 uncommons and 55 commons. And like *Urza's Legacy*, lucky pack-hunters can also unearth foil cards—there's a foil version of each card in the set and the rares are especially hard to find; False Prophet was this set's special foil giveaway at the pre-release tournaments. Though there are no new abilities in the set, *Destiny* adds several wrinkles to the game. The Scents are a series of cheap spells whose effectiveness depends upon the number of cards of a corresponding color that you have in your hand, while the Seers are 1/1 creatures that duplicate these abilities. Each color also gets a wipe-out card, like black's *Eradicate*, which removes all copies of a card from your opponent's hand, graveyard and library. Fans of cycling should find good use for the series of eight cards which can be sacrificed to draw a card. The critters with this ability are especially useful under *Classic Edition* rules. Want more themes? There are 19 cards that produce some kind of effect when they go the graveyard from play, including the awesomely powerful *False Prophet*. Break out those *Claws of Gix*!

NAME	KIND	CR	COST	SETS FOUND
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ARTIFACTS

Braidwood Cup	ART	C	3	UD
You gain 1 life.				
Braidwood Sextant	ART	J	1	UD
Sacrifice Braidwood Sextant. Search your library for a nonland card, reveal that card, and put it into your hand. Then shuffle your library.				
Brass Secretary	ART	J	3	UD
Sacrifice Brass Secretary. Draw a card. 2/1.				
Caltraps	ART	U	1	UD
Whenever a creature attacks, Caltraps deals 1 damage to it.				
Extruder	ART	U	4	UD
Echo. Sacrifice an artifact: Put a +1/+1 counter on target creature. 4/3.				
Fodder Cannon	ART	U	1	UD
Sacrifice a creature: Fodder Cannon deals 4 damage to target creature.				
Junk Oiler	ART	R	1	UD
Flying. When Junk Oiler is put into a graveyard from play, return another target artifact from your graveyard to your hand. 1/1.				
Mantis Engine	ART	U	5	UD
Flying. Whenever Mantis Engine is put into a graveyard from play, you may choose and discard a card from your hand. If you choose, Mantis Engine deals 4 damage to target creature. 2. Regenerate Mantis Engine. 4/4.				
Metalworker	ART	R	1	UD
Reveal any number of artifact cards in your hand. Add two colorless mana to your mana pool for each card revealed this way. 1/2.				
Powder Keg	ART	R	1	UD
At the beginning of your upkeep, you may put a fuse counter on Powder Keg. Sacrifice Powder Keg. Destroy each artifact in a library with revealed mana equal to the number of fuse counters on Powder Keg.				
Scrying Glass	ART	R	1	UD
Choose a number greater than 0 and a color. Target opponent reveals his or her hand. If that opponent reveals exactly the chosen number of cards of the chosen color, you draw a card.				
Storage Matrix	ART	R	1	UD
As long as Storage Matrix is untapped, instead of each player untapping the permanents he controls during his untap step, that player chooses artifacts, creatures, or lands and untaps all permanents of the chosen type he controls.				
Thran Dynamo	ART	U	1	UD
Add three colorless mana to your mana pool.				
Thran Foundry	ART	U	1	UD
Remove from game: Target player shuffles his graveyard into his library.				
Thran Golem	ART	R	5	UD
As long as Thran Golem is enchanted, it gets +2/+2 and gains flying, first strike, and trample. 3/3.				

NAME	KIND	CR	COST	SETS FOUND
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Urza's Incubator ART R 1 UD
When Urza's Incubator is put into play, choose a creature type. Creature spells of the chosen type cost 2 less to play.

BLACK

Apprentice Necromancer	SC	R	1	UD
Sacrifice Apprentice Necromancer. Return target creature card from your graveyard to play. Target creature gets +1/+1. At end of turn, sacrifice it. 1/1.				
Attrition	EN	R	1	UD
Sacrifice a creature: Destroy target nonblack creature.				
Body Snatcher	SC	R	2	UD
When Body Snatcher comes into play, you may choose and discard a creature card from your hand. If you don't, remove Body Snatcher from the game. When Body Snatcher is put into a graveyard from play, remove Body Snatcher from the game and return target creature card from your graveyard to play. 2/2.				
Bubbling Muck	SC	C	1	UD
At end of turn, whenever a player taps a swamp for mana, it produces an additional 1 mana.				
Carnival of Souls	EN	R	1	UD
When a creature comes into play, you lose 1 life and add 1 to your mana pool.				
Chime of Night	EC	C	1	UD
When Chime is put into a graveyard from play, destroy target nonblack creature.				
Disease Carriers	SC	C	2	UD
When Disease Carriers is put into a graveyard from play, target creature gets 2/2 until end of turn. 2/2.				
Dying Wish	EC	C	1	UD
When enchanted creature is put into a graveyard from play, target creature gets and discards two cards from his or her hand.				
Encroach	SC	U	1	UD
Look at target player's hand and choose a nonbasic land card from it. That player must cast that land.				
Eradicate	SC	U	2	UD
Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game.				
Festering Wound	EC	U	1	UD
At the beginning of your upkeep, you may put an additional counter on Festering Wound. At the beginning of your upkeep, remove all counters on Festering Wound. Festering Wound deals 1 damage to each player. While A is the number of counters on Festering Wound.				
Lurking Jackals	SC	C	1	UD
When one of your opponents has 10 life or less, if Lurking Jackals is an enchantment, it becomes a 3/2 Hound creature.				
Nightshade Seer	SC	C	3	UD
Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way. 1/1.				

NAME	KIND	CR	COST	SETS FOUND
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Phyrexian Monitor	SC	C	1	UD
Regenerate Phyrexian Monitor. 2/2.				
Phyrexian Negator	SC	R	1	UD
Trample. Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt. 5/5.				
Plague Dogs	SC	U	1	UD
When Plague Dogs is put into a graveyard from play, all creatures get -1/-1 until end of turn. 1/1.				
Rapid Decay	INS	R	1	UD
Cycling. Remove from the game up to three target cards in a single graveyard.				
Ravenous Rats	SC	C	1	UD
When Ravenous Rats comes into play, target opponent's creatures are dealt a card from his or her hand.				
Scent of Nightshade	INS	C	1	UD
Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way.				
Skittering Horror	SC	C	2	UD
When you play a creature spell, sacrifice Skittering Horror. 4/3.				
Slinking Skirge	SC	C	1	UD
Flying. Sacrifice Slinking Skirge. Draw a card. 2/1.				
Soul Feast	SC	U	1	UD
Flying. Target player loses 4 life and you gain 4 life.				
Squirmy Mass	SC	C	1	UD
Can't be blocked except by artifact creatures and claw creatures. 1/1.				
Twisted Experiment	EC	C	1	UD
Enchanted creature gets +3/-1.				
Yawgmoth's Bargain	EN	R	1	UD
Skip your draw step. Play 1 life. Draw a card.				

BLUE

Aura Thief	SC	R	3	UD
Flying. When Aura Thief is put into a graveyard from play, you gain control of all enchantments. 2/2.				
Blizzard Elemental	SC	R	5	UD
Flying. 3. Untap all Blizzard Elemental. 5/5.				
Brine Seer	SC	U	3	UD
Reveals any number of blue cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way. 1/1.				
Bubbling Beehives	SC	C	4	UD
Whenever a player taps a swamp for mana, it produces an additional 1 mana.				
Disappear	SC	U	1	UD
Return enchanted creature and Disappear to their owners' hands.				
Donate	SC	R	2	UD
Target player gains control of target permanent you control.				
Fatigue	SC	C	1	UD
Target player skips his or her next draw step.				

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NAME	KIND	CR	COST	SETS FOUND
Fledgling Osprey	SC	C	●●	UD
Flying When Fledgling Osprey gains flying as long as it's enchanted 1/1 Whoopee!				
Illuminated Wings	EC	C	●●	UD
Enchanted creature gains flying. Sacrifice Illuminated Wings. Draw a card.				
Iridescent Drake	SC	U	●●●	UD
Flying When Iridescent Drake comes into play, return target enchant creature card from a graveyard to play enchanting Iridescent Drake 2/2				
Kingfisher	SC	C	●●	UD
Flying When Kingfisher is put into a graveyard from play, draw a card 2/2				
Mental Discipline	EN	C	●●●	UD
Choose and discard a card from your hand. Draw a card.				
Metathran Elite	SC	U	●●●	UD
Metathran Elite is unblockable as long as it's enchanted 2/3				
Metathran Soldier	SC	C	●●	UD
Metathran Soldier is unblockable 1/1				
Opposition	EN	R	●●●	UD
Tap an untapped creature you control. Tap target artifact, creature, or land.				
Private Research	EC	U	●●	UD
At the beginning of your upkeep you may put a counter on Research. When enchanted creature is put into a graveyard, draw a card for each counter.				
Quash	INS	U	●●	JD
Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game.				
Rayne, Acad. Chancellor	SC	R	●●●	UD
Whenever you, or a permanent you control is the target of a spell or ability controlled by one of your opponents you may draw a card and J Rayne Academy Chancellor is enchanted, you may draw another card 1/1				
Rescue	INS	C	●●	UD
Return target permanent you control to its owner's hand.				
Scent of Brine	INS	C	●●	UD
Reveal any number of blue cards in your hand. Counter target spell unless its controller pays 1 for each card revealed this way.				
Sigil of Sleep	EC	C	●●	UD
Whenever enchanted creature deals damage to a player, return target creature that player controls to its owner's hand.				
Telepathic Spies	SC	C	●●	UD
When Telepathic Spies comes into play, look at target opponent's hand. 2/2				
Temporal Adept	SC	R	●●●	UD
Return target permanent to its owner's hand. 1/1.				
Thieving Magpie	SC	U	●●	UD
Flying. Whenever Magpie deals damage to your opponent, you draw a card 1/3				
Treachery	EC	R	●●●	JD
When Treachery comes into play, untap up to five lands. Control enchanted creature.				

GREEN

Ancient Silverback	SC	R	●●●●	UD
Regenerate Ancient Silverback 6/5.				
Compost	EN	L	●●	UD
When a black card is put into your opponent's graveyard, you may draw a card.				
Elvish Lookout	SC	C	●●	UD
Elvish Lookout can't be the target of spells or abilities. 1/1.				
Elvish Piper	SC	R	●●●	UD
Put a creature card from your hand into play. 1/1				
Emperor Crocodile	SC	R	●●●	UD
When you control no other creatures, sacrifice Emperor Crocodile 5/5.				
Gamekeeper	SC	U	●●	UD
When Gamekeeper is put into a graveyard from play, remove Gamekeeper from the game. Reveal cards from your library until you reveal a creature card. Put that card into play and put the other cards revealed this way into your graveyard 2/2				
Goliath Beetle	SC	C	●●	UD
Trample 3/1.				
Heart Warden	SC	C	●●	UD
Add ●● to your mana pool. Sacrifice Heart Warden. Draw a card. 1/1.				
Hunting Mox	SC	U	●●	UD
Echo Whenever Hunting Mox comes into play or is put into a graveyard from play, put a +1/+1 counter on target creature. 3/2				
Ivy Seer	SC	U	●●	UD
Reveals any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way. 1/1.				
Magnify	INS	C	●●	UD
All creatures get +1/+1 until end of turn.				
Marker Beetles	SC	C	●●	UD
When Marker Beetles is put into a graveyard from play, target creature gets +1/+1 until end of turn. Sacrifice Marker Beetles. Draw a card. 2/3.				
Momentum	EC	U	●●	UD
At the beginning of your upkeep, you may put a growth counter on Momentum. Enchanted creature gets +1/+1 for each growth counter on Momentum.				
Multani's Decree	SOR	C	●●	UD
Destroy all enchantments. You gain 2 life for each enchantment destroyed.				
Pattern of Rebirth	EC	R	●●	UD
When enchanted creature is put into a graveyard from play, that creature's controller may, search his library for a creature card and put that card into play.				
Plated Spider	SC	C	●●	UD
Plated Spider may block as though it had flying. 4/4.				
Plow Under	SOR	R	●●●	UD
Put two target lands on top of their owner's library.				
Reflector's Gift	SOR	C	●●	UD
Reveal any number of green cards in your hand. Return an enchantment card from your graveyard to your hand for each card revealed this way.				
Refolies, Dan. Emissary	SC	R	●●●	UD
Add ●● to your mana pool for each forest you control. 2/1.				
Scent of Ivy	INS	C	●●	UD
Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way.				
Splinter	SOR	U	●●	UD
Remove target artifact from the game. Search its controller's graveyard, hand and library for all copies of that card and remove them from the game.				
Taunting Elf	SC	C	●●	UD
All creatures able to block Taunting Elf do so. 0/1.				
Thorn Elemental	SC	R	●●●	UD
Thorn Elemental may deal its combat damage to defending player as though it weren't blocked. 7/7				
Yavimaya Elder	SC	C	●●●	UD
When Yavimaya Elder is put into a graveyard from play, you may search your library for up to two basic lands cards, reveal them, and put them into your hand. If you do, shuffle your library. Sacrifice Yavimaya Elder. Draw a card. 2/1.				
Yavimaya Enchantress	SC	U	●●	UD
Yavimaya Enchantress gets +1/+1 for each enchantment in play. 2/2.				

NAME	KIND	CR	COST	SETS FOUND
RED				
Ether Sting	EC	U	●●	UD
Whenever one of your opponents plays a creature spell, Ether Sting deals 1 damage to that player.				
Bloodshot Cyclops	SC	R	●●	UD
Sacrifice a creature. Bloodshot Cyclops deals X damage to target creature or player, where X is the sacrificed creature's power. 4/4				
Cinder Seer	SC	U	●●	UD
Reveal any number of red cards in your hand. Cinder Seer deals X damage to target creature or player, where X is the number revealed. 1/1.				
Colos Yearling	SC	C	●●●	UD
Mountainwalk. Colos Yearling gets +1/+0 until end of turn. 1/1.				
Covetous Dragon	SC	R	●●	UD
Flying. When you control no artifacts, sacrifice Covetous Dragon. 6/5.				
Flame Jet	SOR	C	●●	UD
Cycling. Flame Jet deals 3 damage to target player.				
Goblin Berserker	SC	U	●●	UD
First strike; haste 2/2.				
Goblin Festival	EN	R	●●	UD
Festival deals 1 damage to target creature or player. Flip a coin. If you lose the flip, choose one of your opponents. That player gains control of Goblin Festival.				
Goblin Gardener	SC	C	●●	UD
When Goblin Gardener is put into a graveyard from play, destroy target land. 2/1.				
Goblin Marshal	SC	R	●●●	UD
Echo Whenever Goblin Marshal comes into play or is put into a graveyard from play, put two 1/1 red Goblin creature tokens into play. 3/3.				
Goblin Masons	SC	C	●●	UD
When Goblin Masons is put into a graveyard from play, destroy target Wall. 2/1.				
Hulking Ogre	SC	C	●●	UD
Hulking Ogre can't block. 3/3.				

NAME	KIND	CR	COST	SETS FOUND
WHITE				
Academy Rector	SC	R	●●●	UD
When Academy Rector is put into a graveyard from play, you may remove Academy Rector from the game. If you do so, search your library for an enchantment card and put that card into play. Then shuffle your library. 1/2.				
Archery Training	EC	L	●	UD
At the beginning of your upkeep, you may put an arrow counter on Archery Training. Enchanted creature gets +1/+1. This creature deals X damage to target attacking or blocking creature, where X is the number of arrow counters on the Archery Training enchanting this creature.				
Capashen Knight	SC	C	●●●	UD
First strike. Capashen Knight gets +1/-0 until end of turn. 1/1				
Capashen Standard	EC	C	●	UD
Enchanted creature gets +1/+1. Sacrifice Capashen Standard. Draw a card.				
Capashen Templar	SC	C	●●	UD
Capashen Templar gets +0/+1 until end of turn.				
False Prophet	SC	R	●●●	UD
When Prophet is put into a graveyard from play, remove all creatures from game. 2/2				
Fend Off	INS	C	●●	UD
Cycling. Target creature deals no combat damage this turn.				
Field Surgeon	SC	R	●●●	UD
Tap an untapped creature you control. Prevent the next 1 damage to target creature this turn. 1/1				
Flicker	SOR	R	●●●	UD
Remove target nontoken perm. from game, then return it to play under owner's control.				
Jasmine Seer	SC	U	●●	JD
W. Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way. 1/1				
Mask of Law and Grace	EC	C	●	UD
Enchanted creature gains protection from black and protection from red.				

MAGIC DISSECTED

IT'S A DIRTY JOB...

While Urza's busy fulfilling his destiny, a lot of Magic critters are hard at work. We're talking about creatures that are so consumed by their tasks that they're defined by their job, not their race. The busiest lot in *Urza's Destiny* are the wizards—nine in all are toiling away to make Dominaria a better place. Meanwhile, clerics stand a solid second with five entrants. It's a three-way tie for third with druids, knights and soldiers all getting a pair of workers and finally, the bad guys get the shaft. The Body Snatcher is their only minion for hire in this set.



Impatience	EN	R	●●	UD
At the end of each player's turn, if that player didn't play a spell that turn Impatience deals 2 damage to him or her.				
Incendiary	EC	U	●●	UD
At the beginning of your upkeep, you may put a fuse counter on Incendiary. When enchanted creature is put into a graveyard, Incendiary deals X damage to target creature or player, where X is the number of fuse counters on Incendiary.				
Keldon Champion	SC	U	●●●	UD
Echo, haste. When Champion comes into play, deal 3 damage to target player. 3/2				
Keldon Vandalis	SC	C	●●	UD
Echo. When Keldon Vandalis comes into play, destroy target artifact. 4/1.				
Landslide	SOR	U	●●	UD
Sacrifice any number of mountains. Deal that much damage to target player.				
Mark of Fury	EC	C	●●	UD
Enchanted creature gains haste. At end of turn, return Mark to owner's hand.				
Rockless Abandon	SOR	C	●●	UD
As an additional cost to play Rockless Abandon sacrifice a creature. Rockless Abandon deals 4 damage to target creature or player.				
Repercussion	EN	R	●●●	UD
Whenever a creature is dealt damage, Repercussion deals that much damage to that creature's controller.				
Scent of Cinder	SOR	C	●●	UD
Reveal any number of red cards in your hand. Scent of Cinder deals X damage to target creature or player, where X is the number of cards revealed this way.				
Sowing Salt	SOR	U	●●●	UD
Remove target nontoken land from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.				
Trumpet Blast	INS	C	●●	UD
Attacking creatures get +2/+0 until end of turn.				
Wake of Destruction	SOR	U	●●●	UD
Destroy target land and all lands with the same name as that land.				
Wild Colos	SC	C	●●	UD
Haste. 2/2				

Master Healer	SC	R	●●●	UD
Prevent the next 4 damage to target creature or player this turn. 1/4				
Opalescence	EN	R	●●●●	UD
Each other global enchantment is a creature with power and toughness each equal to its converted mana cost. It's still an enchantment.				
Reliquary Monk	SC	C	●●	UD
When Reliquary Monk is put into a graveyard from play, destroy target artifact or enchantment. 2/2.				
Replenish	SOR	R	●●●	UD
Return all enchantment cards from your graveyard to play.				
Sanctimony	EN	U	●●	UD
Whenever one of your opponents taps a mountain for mana, you may gain 1 life.				
Scent of Jasmine	INS	C	●●	UD
Reveal any number of white cards in your hand. Gain 2 life for each card revealed.				
Scour	INS	U	●●●	UD
Remove target enchantment from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.				
Serra Advocate	SC	U	●●	UD
Flying. Target attacking or blocking creature gets +2/+2 until end of turn. 2/2				
Solidarity	INS	C	●●	UD
Creatures you control get +0/+5 until end of turn.				
Tethered Griffin	SC	C	●	JD
Flying. When you control no enchantments, sacrifice Tethered Griffin. 2/3				
Tormented Angel	SC	C	●●	UD
Flying, 1/5. She doesn't look very tormented, though.				
Voice of Duty	SC	U	●●	UD
Flying, protection from green. 2/2				
Voice of Reason	SC	U	●●	UD
Flying, protection from blue. 2/2				
Wall of Glare	SC	C	●●	UD
Wall of Glare may block any number of creatures each combat. 0/5				

LANDS

Yavimaya Hollow	LL	R	●●●	UD
Add ●● to your mana pool. Regenerate target creature.				

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

Players Guide Spotlight

Pokémon Trading Card Game



Lions and tigers and bears live in the real jungle. In *Pokémon Jungle* you won't find any of them, but you will find ferocious pocket monsters like Kangaskhan, Primeape and Vileplume. In fact, you'll find 46 new pokémon and an up-powered Pikachu in this 48-card set. Everyone's favorite electric mouse loses its Gnaw and Thunder Jolt powers and gains Spark: For two lightning energy it does 20 damage to the opposing active pokémon and 10 to one benched pokémon. The only non-pokémon card in *Jungle* is the trainer Poké Ball, which allows you to retrieve any pokémon from your deck if you get heads on a coin flip.

Only way to catch all the *Jungle* pokémon is to buy booster packs, because that's the only way this set will be sold. With only 16 rares, a complete set should be easy to collect. If you can find cards for sale that is. Stores across the United States have sold out of the basic set and anticipation for *Jungle* is high. There may be shortages so buy 'em when you find 'em. Our pick for the set's MVP (Most Valuable Pokémon): Mr. Mime! It's a basic purple (psychic) pokémon with a pokémon power and can't get knocked out in one turn. Expect to see it in lots of decks starting next month when the set should be on sale.

GET AHEAD Check out this preview spoiler of the new *Jungle* expansion!

NAME	#	TYPE	LEVEL	HP	WEAK	RES	RET	CR
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BASIC SET POKEMON

Abrā	63	10	30					C
Psychoshock Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.								
Alakazam	65	42	80					R
Stage 2 Evolves from Kadabra. Pokémon Power: Damage Swap. As often as you like during your turn (before you attack) you may move 1 damage counter from 1 Pokémon to another as long as you don't knock Out the Pokémon. This power can't be used if Alakazam is Asleep, Confused or Paralyzed.								
Confuse Ray Does 30 damage. Flip a coin. If heads, the Defending Pokémon is now Confused.								
Arcanine	69	45	100					U
Stage 1 Evolves from Growlithe. Flamethrower Does 50 damage. Discard 1 Energy card attached to Arcanine in order to use this attack.								
Take Down Does 60 damage. Arcanine does 30 damage to itself.								
Beedrill	15	32	80					R
Stage 2 Evolves from Beedriller. Twineedle Flip 2 coins. This attack does 30 damage times the number of heads. Poison Sting Does 40 damage. Flip a coin. If heads, the Defending Pokémon is now Poisoned.								
Blastoise	9	52	100					R
Stage 2 Evolves from Wartortle. Pokémon Power: Rain Dance. As often as you like during your turn (before you attack), you may attach 1 Energy card to 1 of your Pokémon. (This doesn't use up your 1 Energy card attachment for the turn.) This power can't be used if Blastoise is Asleep, Confused, or Paralyzed.								
Hydro Pump Does 40 damage plus 10 more damage for each Energy attached to Blastoise but not used to pay for this attack's Energy cost. Extra Energy after the 2nd doesn't count.								
Bulbasaur	1	13	40					C
Leech Seed Does 20 damage. Unless all damage from this attack is prevented, you may remove 1 damage counter from Bulbasaur.								
Caterpie	10	13	40					C
String Shot Does 10 damage. Flip a coin. If heads the Defending Pokémon is now Paralyzed.								
Chanssey	113	55	120					R
Scrunch Flip a coin. If heads, prevent all damage done to Chanssey during your opponent's next turn. Double-edge 80 damage. Does 80 damage to itself.								
Charizard	6	75	120					R
Stage 2 Evolves from Charmeleon. Pokémon Power: Energy Burn. As often as you like during your turn (before you attack) you may turn all Energy attached to Charizard into Fire Energy cards for the rest of the turn. This power can't be used if Charizard is Asleep, Confused or Paralyzed. Fire Spin Does 100 damage. Discard 2 Energy cards attached to Charizard in order to use this attack.								

NAME	#	TYPE	LEVEL	HP	WEAK	RES	RET	CR
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Charmander	4	10	50					C
Scratch Does 10 damage. Does 30 damage. Ember Discard 1 Energy card attached to Charmander in order to use this attack.								
Charmeleon	5	32	80					U
Stage 1 Evolves from Charmander. Slash Does 30 damage. Flamethrower Does 50 damage. Discard 1 Fire Energy card attached to Charmeleon in order to use this attack.								
Clefairy	35	14	40					R
Sing Flip a coin. If heads, the Defending Pokémon is now Asleep. Metronome Choose 1 of Defending Pokémon's attacks. Metronome copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards. (No matter what type the Defending Pokémon is, Clefairy's type is still colorless.)								
Dewgong	87	42	80					U
Stage 1 Evolves from Seel. Aurora Beam Does 50 damage. Ice Beam Does 30 damage. Flip a coin. If heads, Defending Pokémon is Paralyzed.								
Diglett	60	8	30					C
Dig Does 10 damage. Mud Slap Does 30 damage.								
Doduo	84	10	50					C
Fury Attack Flip 2 coins. Does 10 damage times the number of heads.								
Dragonair	148	33	80					R
Stage 1 Evolves from Dratini. Slam Flip two coins. This attack does 30 damage times the number of heads. Hyper Beam Does 20 damage. If Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it.								
Dratini	147	10	40					U
Poind Does 10 damage.								
Drowzee	98	12	50					C
Poind Does 10 damage. Confuse Ray Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Confused.								
Dugtrio	51	38	70					R
Stage 1 Evolves from Diglett. Slash Does 40 damage. Earthquake Does 70 damage and does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)								
Electabuzz	125	35	70					R
Thunder Shock Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Thunderpunch Flip a coin. If heads, its attack does 30 damage plus 10 more damage. 1 tail in this attack does 30 damage plus 10 damage to itself.								
Electrode	101	40	80					R
Stage 1 Evolves from Voltorb. Pokémon Power: Blast. Before your attack, you may knock Out Electrode and attach it to 1 of your other Pokémon. Electrode is now an Energy card that provides 2 energy of a type of your choice. You can't use this power if Electrode is Asleep, Confused or Paralyzed. Electric Shock Does 50 damage. Flip a coin. If tails, Electrode does 10 damage to itself.								

NAME	#	TYPE	LEVEL	HP	WEAK	RES	RET	CR
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Farfetch'd	83	20	50					U
Leafy Sea Does 30 damage. Flip a coin. If tails, this attack does nothing. Either way, you can't use this attack again as long as Farfetch'd stays in play (even putting Farfetch'd on bench won't let you use it again). Pot Smash Does 30 damage.								
Gastly	82	8	30					C
Sneaking Gas Flip a coin. If heads, the Defending Pokémon is now Asleep. Destiny Bond Discard 1 Psychic Energy card attached to Gastly in order to use this attack. If a Pokémon Knocks Out Gastly during your opponent's next turn, knock Out that Pokémon.								
Growlithe	58	18	60					U
Flare Does 20 damage.								
Gyrados	130	41	100					R
Stage 1 Evolves from Magikarp. Dragon Rage Does 50 damage. Bubblebeam Does 40 damage. Flip a coin. If heads, Defending Pokémon is now Paralyzed.								
Haufter	93	22	60					U
Stage 1 Evolves from Gastly. Hypnosis The Defending Pokémon is now Asleep. Dream Eater Does 60 damage. You can't use this attack unless the Defending Pokémon is Asleep.								
Hitmonchan	107	33	70					R
Stage 1 Evolves from Hitmonlee. Jab Does 20 damage. Punch Does 40 damage.								
Ivysaur	2	20	60					U
Stage 1 Evolves from Bulbasaur. Vine Whip Does 30 damage. Poison Powder Does 20 damage. Defending Pokémon is now Poisoned.								
Jynx	124	23	70					U
Double Slap Flip 2 coins. This attack does 10 damage times the number of heads. Maccate Does 20 damage plus 10 more damage for each damage counter on the Defending Pokémon.								
Kadabra	64	38	60					U
Stage 1 Evolves from Abra. Recover Discard 1 Psychic Energy card attached to Kadabra in order to use this attack. Remove all damage counters from Kadabra. Sleepy Psy Does 50 damage.								
Kakuna	14	23	80					U
Stage 1 Evolves from Weedle. Stiffen Flip a coin. If heads, prevent all damage done to Kakuna during your opponent's next turn. (Any other effects of attacks still happen.) Poisonpowder Does 20 damage. Flip a coin. If heads, the Defending Pokémon is now Poisoned.								
Koffing	109	13	50					C
Foul Gas Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Poisoned. Tails it is now Confused.								

NAME	#	TYPE	LEVEL	HP	WEAK	RES	RET	CR
Machop	68		67	100				R
Stage 2. Evolves from Machop. Pokémon Power: <i>Strikes Back.</i> Whenever your opponent's attack damages Machop (even if Machop is Knocked Out), this power does 10 damage to the attacking Pokémon. (Don't apply Weakness and Resistance.) This power can't be used if Machop is already Asleep, Confused, or Paralyzed when your opponent attacks. Seismic Toss. Does 60 damage.								
Machoke	67		40	80				J
Stage 1. Evolves from Machop. Karate Chop. Does 50 damage minus 10 damage for each damage counter on Machoke. Submission. Does 60 damage. Machoke does 20 damage to itself.								
Machop	66		20	50				B
Low Kick. Does 20 damage.								
Magikarp	129		8	30				U
Tackle. Does 10 damage. Flail. Does 10 damage times the number of damage counters on Magikarp.								
Magmar	126		24	50				J
Fire Punch. Does 30 damage. Flamethrower. Does 50 damage. Discard 1. Energy card attached to Magmar in order to use this attack.								
Magnetite	81		13	40				C
Thunder Wave. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Selfdestruct. Does 40 damage. Does 10 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Magnetite does 40 damage to itself.								
Magnetron	82		29	50				R
Stage 1. Evolves from Magnetite. Thunder Wave. Does 30 damage. Flip a coin. If heads, the Defending Pokémon is now paralyzed. Selfdestruct. Does 30 damage and does 20 damage to each Pokémon on each player's Bench (Weakness and Resistance don't apply.) Magnetron does 80 damage to itself.								
Metapod	11		21	70				C
Stage 1. Evolves from Caterpie. Stiffen. Flip a coin. If heads, prevent all damage done to Metapod during your opponent's next turn. (Any other effects of still happen.) Stun Spore. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.								
Mewtwo	150		53	50				R
Psychic. Does 10 damage plus 10 more damage for each Energy card attached to the Defending Pokémon. Barrier. Discard 1 Energy card attached to Mewtwo in order to prevent all effects of attacks, including damage done to Mewtwo during your opponent's next turn.								
Nidoking	34		49	80				R
Stage 2. Evolves from Nidorino. Flip a coin. If heads, this attack does 30 damage plus 10 more damage. If tails, this attack does 30 damage plus Nidoking does 10 damage to itself. Toxic. Does 20 damage. The Defending Pokémon is now Poisoned. It now takes 20 Poison damage instead of 10 after each player's turn (even if it was already Poisoned).								
Nidoran (Male)	32		32	40				C
Horn Hazard. Does 30 damage. Flip a coin. If tails, this attack does nothing.								
Nidorino	33		20	60				U
Stage 1. Evolves from Nidoran. Double Kick. Flip 2 coins. This attack does 30 damage times the number of heads. Horn Drill. Does 50 damage.								
Ninetales	38		25	80				R
Stage 1. Evolves from Vulpix. Lure. If your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her active Pokémon. Fire Blast. Does 80 damage. Discard 1. Energy card attached to Ninetales to use this attack.								
Onix	55		12	90				C
Rock Throw. Does 10 damage. Harren. During your opponent's next turn, whenever 30 or less damage is done to Onix (after applying Weakness and Resistance), prevent that damage. (Any other effects of attacks still happen.)								
Pidgeotto	17		38	80				R
Stage 1. Evolves from Pidgey. Whirlwind. Does 20 damage. If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.) Mirror Move. If Pidgeotto was attacked last turn, do the final result of that attack on Pidgeotto to the Defending Pokémon.								
Pidgey	18		8	40				C
Whirlwind. Does 10 damage. If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.)								
Pikachu	25		12	40				C
Growl. Does 10 damage. Thunder. Does 30 damage. Flip a coin. If tails, Pikachu does 10 damage to itself.								
Poliwhg	80		13	40				C
Water Gun. Does 10 damage plus 10 more damage for each Energy attached to Poliwhg, but not used to pay for this attack's cost. Extra. Energy after the 2nd doesn't count.								
Poliwhirl	61		28	60				U
Stage 1. Evolves from Poliwhg. Amnesia. Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn. Double Slap. Flip 2 coins. This attack does 30 damage times number of heads.								
Poliwrath	62		48	90				R
Stage 2. Evolves from Poliwhirl. Water Gun. Does 30 damage plus 10 more damage for each Energy attached to Poliwrath but not used to pay for this attack's Energy cost. Extra. Energy after the 2nd doesn't count. Whirlpool. Does 40 damage. If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it.								
Ponyta	77		10	40				C
Smash Kick. Does 20 damage. Flare Tail. Does 30 damage.								
Porygon	137		12	30				U
Conversion 1. If the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless. Conversion 2. Change Porygon's Resistance to your choice other than Colorless.								
Raichu	26		40	80				R
Stage 1. Evolves from Pikachu. Agility. Does 20 damage. Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Raichu. Thunder. Does 50 damage. Flip a coin. If tails, Raichu does 30 damage to itself.								
Raticate	20		41	60				U
Stage 1. Evolves from Rattata. Bite. Does 20 damage. Sugar Fang. Does damage to the Defending Pokémon equal to half the Defending Pokémon's remaining HP (rounded up to the nearest 10).								
Rattata	19		8	30				C
Bite. Does 20 damage.								

NAME	#	TYPE	LEVEL	HP	WEAK	RES	RET	CR
Sandshrew	27		12	40				C
Sand-attack. Does 10 damage. If the Defending Pokémon tries to attack during opponent's next turn, opponent flips a coin. If tails, this attack does nothing.								
Seel	66		12	60				U
Headbutt. Does 10 damage.								
Squirtle	7		8	40				C
Bubble. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Withdraw. Flip a coin. If heads, prevent all damage done to Squirtle during your opponent's next turn.								
Starmie	721		28	60				C
Stage 1. Evolves from Staryu. Recover. Discard 1 Energy card attached to Starmie in order to use this attack. Remove all damage counters from Starmie. Star Freeze. Does 20 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.								
Staryu	120		15	40				C
Slap. Does 20 damage.								
Tangela	114		8	60				C
Bind. Does 20 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Poisonpowder. Does 20 damage. The Defending Pokémon is now Poisoned.								
Venusaur	3		67	100				R
Stage 2. Evolves from Ivysaur. Pokémon Power: <i>Energy Turns.</i> As often as you like during your turn (before your attack), you may take 1 Energy card attached to 1 of your Pokémon and attach it to a different one. Can't be used if Venusaur is Asleep, Confused or Paralyzed. Solarbeam. Does 60 damage.								
Voltorb	100		10	40				C
Tackle. Does 10 damage.								
Vulpix	37		11	50				C
Confuse Ray. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Confused.								
Wartortle	8		22	70				U
Stage 1. Evolves from Squirtle. Withdraw. Flip a coin. If heads, prevent a damage done to Wartortle during opponent's turn. Bite. Does 40 damage.								
Weedle	15		12	40				C
Poison Sting. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Poisoned.								
Zapdos	145		64	90				R
Thunder. Does 60 damage. Flip a coin. If tails, Zapdos does 30 damage to itself. Thunderbolt. Does 100 damage. Discard all Energy cards attached to Zapdos in order to use this attack.								

BASIC SET TRAINERS

Draw 2 cards

Alakazam

Psychic Power: Discard 1 Energy card attached to you during your turn (before your attack) to prevent all damage done to you by your opponent's attacks. (This power can't be used if Alakazam is Asleep, Confused, or Paralyzed.)

Confuse Ray. Flip a coin. If heads, the Defending Pokémon is now Confused.

30

TRAINER

Pokémon Center

Remove all damage counters from all of your own Pokémon with damage counters on them, then discard all Energy cards attached to those Pokémon.

The Pokémon Center is a great way to heal up after some tough battles. Unfortunately, it's also a great way to flush all your hard-earned Energy down the toilet. To keep your Pokémon active, use Alakazam to move the damage counters on your energized Pokes to those that don't have any Energy and then heal 'em all up with the Pokémon Center.

Clefairy Doll	R
Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed, or Poisoned. If Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Clefairy Doll.	
Computer Search	R
Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Shuffle your deck afterward.	
Defender	U
Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender. Damage done to that Pokémon by attacks is reduced by 20 (after applying Weakness and Resistance).	
Devolution Spray	R
Choose 1 of your own Pokémon in play and a Stage of Evolution. Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no longer Asleep, Confused, Paralyzed, Poisoned, or anything else that might be the result of an attack (just as if you had evaded it).	
Energy Removal	C
Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.	
Energy Retrieval	U
Trade 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pile.	
Full Heal	U
Your Active Pokémon is no longer Asleep, Confused, Paralyzed, or Poisoned.	

Gust of Wind	C
Choose 1 of your opponent's Benched Pokémon and switch it with its Active Pokémon.	
Impostor Professor Oak	R
Your opponent shuffles his or her hand into his or her deck, then draws 7 cards.	
Item Finder	R
Discard 2 of the other cards from your hand in order to put 1 Trainer card from your discard pile into your hand.	
Lass	R
You and your opponent show each other your hands, then shuffle all Trainer cards from your hands into your decks.	
Maintenance	U
Shuffle 2 of the other cards from your hand into your deck in order to draw a card.	
PlusPower	U
Attach PlusPower to your Active Pokémon. At the end of your turn, discard PlusPower. If this Pokémon's attack does damage to the Defending Pokémon (after applying Weakness and Resistance), the attack does 10 more damage to the Defending Pokémon.	
Pokédex	U
Look at up to 5 cards from the top of your deck and rearrange them as you like.	
Pokémon Breeder	R
Put a Stage 2 evolution card from your hand on the matching basic Pokémon. You can only play this card when you would be allowed to evolve that Pokémon anyway.	
Pokémon Center	U
Remove all damage counters from all of your own Pokémon with damage counters on them, then discard all Energy cards attached to those Pokémon.	
Pokémon Flute	U
Choose 1 Basic Pokémon card from your opponent's discard pile and put it onto his or her Bench. (You can't play Pokémon Flute if your opponent's Bench is full.)	
Pokémon Trader	R
Trade 1 of the Basic Pokémon or Evolution cards in your hand for 1 of the Basic Pokémon or Evolution cards from your deck. Show both cards to your opponent. Shuffle your deck afterward.	
Potion	C
Remove up to 2 damage counters from 1 of your Pokémon.	
Professor Oak	U
Discard your hand, then draw 7 cards.	

POKÉMON DATA C=COMMON U=UNCOMMON R=RARE

NOTE: The names of some Jungle powers may be different than those listed, but the powers are the same.

CR	Card	Rarity	RES	Resistance	RET	Retreat	WEAK	Weakness
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Pokémon

Players Guide

NAME # TYPE LEVEL HP WEAK RES RET CR

Psychic Energy

Provides Psychic Energy

Water Energy

Provides Water Energy

JUNGLE POKÉMON

Bellsprout 69 11 40 C
● Vine Whip Does 10 damage. ● Call for Family Look through your deck for one Bellsprout, and send it to the bench. Afterwards shuffle the deck well. You must have an opening on your bench to use this.

Butterfree 12 28 70 U
Stage 2. Evolves from Metapod. Blow Away. Does 20 damage. Your opponent must exchange the defending Pokémon with a Pokémon on his bench of his choice. If opponent has no Pokémon on his bench, an exchange cannot be performed. ● Megadrain Does 40 damage. Remove damage counters equivalent to half of the damage you caused on the defending Pokémon (rounded up) from Butterfree.

Clefable 36 36 70 R
Stage 1. Evolves from Clefairy. ● Finger-Twist Choose one of the powers of the opponent's active Pokémon, and use it as your own. You don't have to have the necessary amount of energy to use this borrowed power, but if you do not meet other necessary conditions (such as being able to discard an energy card), you cannot use it. ● Shrink Reduce damage received by this card during your opponent's next turn by 20.

Cubone 104 13 40 C
● Swirl If the defending Pokémon uses its power on Cubone next turn, the damage is reduced by 20. ● Rage Does 10 damage. Add 10 damage times the number of damage counters currently attached to Cubone.

Dodrio 85 28 70 U
Stage 1. Evolves from Doduo. Pokémon Power: Retreat Support. This power can only be used on the bench. When your active Pokémon Retreats, you can reduce the number of energy discarded by one. ● Anger Does 10 damage for each damage counter on Dodrio.

Eevee 133 12 50 C
● Tail Wag Flip a coin. If it is heads, the defending Pokémon is affected by Tail Wagging and cannot use its power during the next turn. ● Quick Attack Does 10 damage. Flip a coin. If it is heads, add 20 damage.

Electrode 101 42 30 R
Stage 1. Evolves from Voltorb. ● Body Slam Does 20 damage. ● Shocking Does 20 damage. Also does 10 damage to the defending Pokémon and to all of the Pokémon on bench that have the same color (Pokémon on your bench are affected).

Exeggcute 102 14 50 C
● Hypnosis Puts opponent to Sleep. ● Mistleco Seeds Does 20 damage. After you damage defend on Pokémon, remove a damage counter from Exeggcute.

Exegutor 103 35 80 U
Stage 1. Evolves from Exeggcute. ● Teleport Select a Pokémon on your bench and exchange it with Exegutor. ● Max Pitching Flip a number of coins equal to the amount of energy cards attached to Exegutor. Does 20 damage times the number of heads.

Fearow 22 22 70 R
Stage 1. Evolves from Sparrow. ● High Speed Movement Does 20 damage. Flip a coin. If it is heads this card will not be affected by the next attack. ● Dive Dive Does 40 damage.

Flareon 136 28 70 R
Stage 1. Evolves from Eevee. ● Quick Attack Does 10 damage. Flip a coin. If it is heads, add 20 damage. ● Flamethrower Does 80 damage. Discard one Fire Energy card attached to Flareon in order to use this attack.

Gloom 44 22 60 U
Stage 1. Evolves from Oddish. ● Poisonpowder Poisons the defending Pokémon. ● Foul Odor Does 20 damage. The defending Pokémon is Confused. Afterwards, Gloom Confuses itself.

Goldene 118 12 40 C
● Horn Attack Does 10 damage.

Jigglypuff 38 14 60 C
● Lullaby Puts the defending Pokémon to sleep. ● Slap Does 20 damage.

Jolteon 135 29 70 R
Stage 1. Evolves from Eevee. ● Quick Attack Does 10 damage. Flip a coin. If it is heads add 20 damage. ● Pin Missile Flip 4 coins. Does 20 damage times the number of heads.

Kangaskhan 115 40 90 R
● Fatch Take one card from the top of your deck and add it to your hand. ● Comet Punch Flip four coins. Does 20 damage times number of heads.

Lickitung 108 26 80 U
● Tongue Wrap Does 10 damage. Flip coin. If heads, defending Pokémon is Paralyzed. ● Supersonic Flip a coin. If heads, defending Pokémon is Confused.

Mankey 56 7 30 C
Pokémon Power: Peek. You can take a single look at one of the following: a card on top of either deck, a card from either pile of prize cards, or a card from the opponent's hand. The viewed card is then returned to its original location. You cannot use this power if Mankey is Asleep, Paralyzed, or Confused. ● Scratch Does 10 damage.

Marowak 105 26 80 U
Stage 1. Evolves from Cubone. ● Boomerang Flip 2 coins. Does 30 damage times the number of heads. ● Call for Friends Select one basic Fighting Pokémon from your deck and place it on your bench. Afterwards shuffle your deck thoroughly. You may not select an Evolved Pokémon.

Meowth 52 15 50 C
● Pearls Before Swine Does 10 damage. Flip a coin. If it is heads, take one card from the top of your deck and add it to your hand.

Mr. Mime 122 28 40 R
Pokémon Power: Mysterious Wall. Damage that Mr. Mime receives above 30 is reduced to 0. (Damage of 30 or below is received as is.) You cannot use this power if Mr. Mime is Asleep, Paralyzed, or Confused. ● Yoga Pose Does 10 damage times the number of damage counters on the defending Pokémon.

NAME # TYPE LEVEL HP WEAK RES RET CR

Nidqueen 31 31 90 R
Stage 2. Evolves from Nidorina. ● Royal Reids Does 20 damage plus 20 times no. of Nidoking you have in play. ● Mega Punch Does 50 damage.

Nidoran (Female) 29 29 60 C
● Fury Swipes Flip three coins. Does 10 damage times the number of heads. ● Call for Family Look through your deck for one male or female Nidoran and send it to the bench. You must have room on your bench to use this power.

NAME # TYPE LEVEL HP WEAK RES RET CR

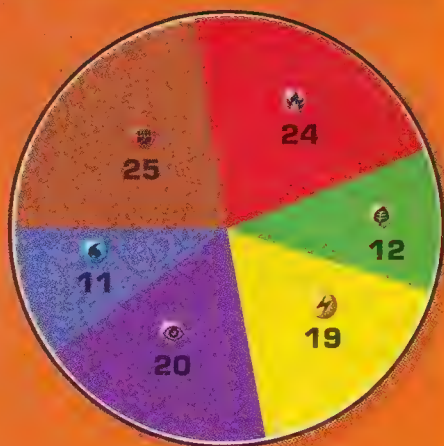
Spearow 21 21 50 C
● Spear Does 10 damage. ● Parrot Does an amount of damage equal to the damage this Pokémon received during your opponent's previous turn.

Tauros 126 32 60 U
● Stamp Does 20 damage. Flip a coin. If it is heads, add 10 damage. ● Rampage Does 10 damage plus 10 times the number of damage counters on Tauros. Afterwards, Flip a coin. If it is tails, Tauros becomes confused.

POKÉMON DISSECTED

WEAK-WILLED

Looking to play a color that can beat on the most other pokémon? Then your best choice would be fighting. 25 pokémon have a weakness against the bruisers. The next highest is fire—24 pokémon fear the flames. The least intimidating colors are grass and water. Only 12 pokémon take double damage from water and only 13 get nailed by grass.



Nidorina 30 30 70 U
Stage 1. Evolves from Nidoran. ● Supersonic Flip a coin. If it is heads, the defending Pokémon is now Confused. ● Double Kick Flip two coins. Does 30 damage times the number of heads.

Oddish 43 8 50 C
● Stun Spore Does 10 damage. Flip a coin. If it is heads, the defending Pokémon is paralyzed. ● Sprout Look through your deck for one Oddish, and send it to the bench. You must have an opening on your bench to use this ability.

Paras 46 8 40 C
● Scratch Does 20 damage. ● Spore Puts defending Pokémon to sleep.

Parasect 47 28 60 U
Stage 1. Evolves from Paras. ● Spore Puts the defending Pokémon to sleep. ● Slash Does 30 damage.

Persian 53 25 70 U
Stage 1. Evolves from Meowth. ● Claw Does 20 damage. ● Bite Does 30 damage. When the defending Pokémon uses its power against Persian, the damage is reduced by 10. This power ends at the beginning of your next turn.

Pidgeot 18 18 80 R
Stage 2. Evolves from Pidgeotto. ● Ht With Wings Does 20 damage. ● Hurricane Does 30 damage. If the defending Pokémon is not Knocked Out, the damage counters on that card are removed, and the Pokémon is returned to opponent's hand. All cards attached to that card are returned to the player as well.

Pikachu 25 25 60 C
● Spark Does 20 damage. Does 10 damage to any one of the Pokémon on your opponent's bench. If opponent has no Pokémon on his bench, this attack has no effect.

Pinsir 127 24 60 R
● Full Power Pinch Does 10 damage. Flip a coin. If it is heads, the defending Pokémon is Paralyzed. ● Pincher Guillotine Does 50 damage.

Primeape 57 35 70 U
Stage 1. Evolves from Mankey. ● Claw Flip three coins. Causes 20 damage times the number of heads. ● Rampage Does 50 damage. Flip a coin. If it is tails, Primeape Confuses itself.

Rapidash 78 33 70 U
Stage 1. Evolves from Ponyta. ● Stamp Does 20 damage. Flip a coin. If it is heads, add 10 damage. ● High Speed Movement Does 30 damage. Flip a coin. If it is heads, this card is not affected by the powers of the opponent's Pokémon next turn.

Rhydon 112 48 100 U
Stage 1. Evolves from Rhyhorn. ● Horn Attack Does 30 damage. ● Ram Does 50 damage. Exchange the defending Pokémon with a Pokémon on your opponent's bench. Your opponent chooses. If opponent has no Pokémon on his bench, an exchange cannot be performed. Afterwards, Rhydon does 20 damage to itself.

Rhyhorn 111 18 70 C
● Leer Flip a coin. If it is heads, the defending Pokémon is affected by Scowling and cannot use its power next turn. ● Horn Attack Does 30 damage.

Scyther 123 25 70 R
● Dances With Swords During your next turn only this card's Sking power is disabled. ● Shing Does 30 damage.

Seaking 119 28 70 U
Stage 1. Evolves from Goldeen. ● Horn Attack Does 10 damage. ● Swim Unleashes Does 30 damage.

Snorlax 143 20 90 R
Pokémon Power: Immunity. This card is not affected by Poison, Sleep, Paralysis or Confusion. (If for some reason it is already affected by Poison, Sleep, Paralysis, or Confusion, this power cannot be used.) ● Push Down Does 30 damage. Flip a coin. If it is heads, the defending Pokémon is paralyzed.

Vaporean 134 42 80 R
Stage 1. Evolves from Eevee. ● Quick Attack Does 10 damage. Flip a coin. If it is heads add 20 damage. ● Water Gun Does 30 damage. If you have more energy than is necessary to use this power, add 10 damage for each extra energy (up to 20 extra damage).

Venomoth 49 28 70 R
Stage 1. Evolves from Venonat. Pokémon Power: Shift. Once during your turn, the color of this card can be switched with the color of any Pokémon that you currently have in play. This power can't be used if Venomoth is Asleep, Confused, or Paralyzed. ● Venom Powder Does 10 damage. Flip a coin. If it is heads, the defending Pokémon is Poisoned and Confused.

Venonat 48 12 40 C
● Stun Spore Does 10 damage. Flip a coin. If it is heads, the defending Pokémon is paralyzed. ● Leech Life Does 10 damage. When you damage the defending Pokémon, remove damage counters from Venonat equal to the amount of damage Venonat dealt.

Victreebel 71 42 80 R
Stage 2. Evolves from Weepinbell. ● Lure Choose a Pokémon from opponent's bench, and switch it with their active Pokémon. ● Acid Does 10 damage. Flip a coin. If it is heads, the opponent's active Pokémon is affected by Ghost Juice and cannot retreat during its next turn.

Vileplume 45 35 80 R
Stage 2. Evolves from Gloom. Pokémon Power: Heal. Flip a coin once during your turn. If it is heads, you can remove one damage counter from one Pokémon that you have in play. ● Dancing Petals Flip 3 coins. Does 40 damage times the number of heads. Afterwards, Vileplume Confuses itself.

Weepinbell 70 28 70 L
Stage 1. Evolves from Bellsprout. ● Poisonpowder Does 10 damage. Flip a coin. If it is heads, the defending Pokémon is Poisoned. ● Razor Leaf Does 30 damage.

Wigglytuff 40 38 80 R
Stage 1. Evolves from Jigglypuff. ● Lullaby Puts the defending Pokémon to sleep. ● Circle Of Friends Does 10 damage times the number of Pokémon that you have on your bench.

JUNGLE TRAINERS

Poké Ball C
Poké Ball. If it is heads, you can select whichever Pokémon you like (even an evolved Pokémon) from your deck and add it to your hand. You must show the card you choose. Afterwards, shuffle your deck.

After Hours

Three Men and a Canine

"Can you smell what the Mike-Man is summoning?" was one of the less obnoxious taunts perpetual *Magic* league heavyweight and *InQuest Gamer* Editor Mike Searle would spout on his way to making every *InQuest Magic* league final four.

Something had to be done.

That's where the idea for a team *Magic* league started. We'd play team vs. team, and for the sake of fairness, make Mike and *IQG* Games Editor Jeff Hannes buddy up with really lousy players. We stuck Jeff with the mailman. And it worked. In addition to not knowing how to play, the mailman ended up losing his cards, and Team Jeff had to forfeit.

Mike was tougher to handicap. He would teach any human opponent how to play, so we decided to broaden our search to the animal kingdom. A perfect partner turned out to be Production Director Darren Sanchez's dog, Shadow.

As you can see, it wasn't enough. Mike and Shadow, otherwise known as "Team Beast," still made it to the finals. Though the dog couldn't hold the cards properly—at all actually—he usually managed to play a Bone Shredder or two before losing interest and lying down on the floor.

Their opponents in the finals were *IQG* Managing Editor Tom Slizewski and Shadow's master Darren, a.k.a. Team Kojak. And though it went down to game three of three, Mike could only watch in stunned silence as an unblockable Rancorized Blanchwood Treefolk finished him off with Might Of Oaks. "Treefolk. Now there's something whose bark is worse than its bite," Tom taunted Shadow after offing Mike. Shadow, unaware of the insult, made Tom scratch his head.

"Once it was down to just us against the dog, I felt we could win," Tom said after his team was declared league champions. "Playing a dog in *Magic* is a walk! Ha, ha, ha."

THE TOP 10...

BETTER CAPTAINS FOR THE WEATHERLIGHT

10. Captain Janeway

Yea she sucks. What's your point?

9. Cap'n Crunch

Peanuty goodness... Mmm, peanuts.

8. Captain Kangaroo

New legends: Mr. Greenjeans and Mr. Moose.

7. Captain Morgan

Rum inspired *Magic*: fewer banned cards.

6. Captain & Tenille

Love keeps the crew together. Ahhh... gag.

5. Colonel Mustard

Never sailed, but he's got a clue.

4. Captain Kirk

Hey... Sisay... nice... Ash... en Powder.

3. Captain Stubbing

Promises something for everyone.

2. The Skipper

"Gilligan's Island" honcho qualifies since he knows how to stay lost.

1. Captain America

Legendary shield! Now you're talkin'!

FRUSTRATION

Mike's many late nights teaching Shadow about card advantage and the meta-game don't pay off. Now Shadow growls whenever Mike comes near.

DOGGONE IT! Mike's partner in the team *Magic* league was nothin' but a hound dog.

MIGHT OF OAKS

Nuthin' says "Squirrel Power" like this baby.

GLARE

Tom used prize money to join the Hairclub for Men.

SHADOW

Didn't care about winning or losing, just hoped he'd draw a Bone Harvest. Liked to attack Cat Warriors.

ZOMBIE

We call him Darren. Resurrected after a freak potato explosion.

LIFE COUNTER

Solid metal with *IQ* logo, a collector's item. Animals prefer these over dice 2-1.

shows, cons

tournaments

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CALIFORNIA

JULY 30- AUG 8, SAN DIEGO

GAMEFEST XX TWENTIETH ANNUAL GAMING EXTRAVAGANZA! Held under the big top in historic Old Town. \$20 by July 20th (includes \$20 coupon book, plus 10 days of gaming), \$30 at the door. Scheduled: *AD&D, Axis & Allies, BattleTech, Civilization, Deadlands, Diplomacy, Magic: The Gathering, Rifts, Rolemaster, Star Fleet Battles, Vampire* and *Warhammer Fantasy* and *40,000!* Demos, figure painting, trivia, plus too much more to list! Thousands in prizes! Contact: GAME TOWNE, 3954 Harney St., San Diego, CA 92110. Telephone: (619) 291-1666 or e-mail game-towne@yahoo.com.

MICHIGAN

SATURDAYS, BATTLE CREEK

WARHAMMER LEAGUE AND CASUAL PLAY. B.C. Hobby, 48 South 20th St. Every Saturday, 10 a.m.-8 p.m. We buy and sell *Magic, Pokémon, Star Wars, Star Trek* and other CCGs. We buy all used Nintendo, Sega, Play Station games and decks. We buy all used RPG and miniature games. Bring in your items for cash or trade to B.C. Hobby, Battle Creek's largest hobby source. For directions, call (616) 968-1487.

NEW YORK

WEEKLY IN JULY & AUGUST, NANUET

WIZARD WORLD, the longest running tournament in Rockland! 1/4 mile east of Nanuet Mall on Route 59 in the Pathmark Shopping Center. *Magic* tournaments every Friday at 6 p.m. Players vote for tournament type (I, II, Draft) with prizes for the top three competitors. Sanctioned Type II tournaments on Mondays. Call for ARENA information. We also have a complete selection of *L5R, Star Wars, BattleTech* and *Rage*, with events running Saturdays and Sundays in our dedicated gaming area. We will demo any game upon request. For further information, contact John or Kierin @ (914) 624-2224.

SOUTH CAROLINA

JULY & AUGUST, MYRTLE BEACH

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VIRGINIA

AUGUST 8, TYSONS CORNER (WASHINGTON D.C. AREA)

CAPITAL ASSOCIATES MONTHLY COMIC, TOY, MAGIC AND NON-SPORT CARD SHOW. Tysons Corner Westpark Hotel, 8401 Westpark Dr., McLean, VA. Directions: Take exit 10 (Route 7 west) off I-495; 1/2 mile west on Route 7; hotel is on right. For further directions, call @ (703) 734-2800. 90 vendor tables: 1st table @ \$65, 2nd table @ \$60, 3rd+ @ \$55. \$2 admission, children under 5 FREE. FREE parking. 10 a.m.-4 p.m. Buy, Sell, Trade: *MAGIC* and other gaming cards, Gold, Silver & new comics, independents, anime, figures, toys, BEANIE BABIES, posters, T-shirts, original artwork, non-sports cards, etc. Guests: Call Jeffery Rocen @ (703) 912-1993. <http://members.aol.com/comicshow>, comicshow@aol.com.

WISCONSIN

AUGUST 5-8, MILWAUKEE

GEN CON GAME FAIR '99. Midwest Express Center. \$50 preregistration weekend badge, \$55 onsite. Guests: celebrities, artists, authors, game designers and more. Events: national championships, demo games, miniatures, RPGA, roleplaying, *Magic: The Gathering*, TCG tournaments, board games, costume contest, anime room, art show, auction, celebrity signings, seminars, exhibit hall and more. To request a free preregistration book, contact: Andon Unlimited @ 1 (800) 529-EXPO or e-mail us at Andon@AOL.com. Preregister online at www.andonunlimited.com.

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SwanSONG

Only the Lonely

Eating meals alone over the sink, doing laundry on Saturday night, drinking yourself senseless whenever "Sleepless In Seattle" is on cable—yes, the life of a card flopper can be a lonely one. And judging by these personals from the *Dominaria Daily Dingus* it's no different for Magic cards.

SERRA-NDIPITY

Loyal, honest, virginal Single White Female. Enjoys singing hymns, fighting for God and building nests in high places. Seeks male with same interests. Will not tap on first date! AD# 544

NAUGHTY BY NATURE

Single Black Djinn. Seeking anyone or any thing with a pulse. I come out early and will hurt you. Respondents should not be opposed to being tied up with manabarbs. AD# 455

SOME CALL ME... TIM

Single Gay Blue Male seeks companion for nights of unbridled "pinging." Serious applicants must enjoy French bread, French fries, French dressing and weenies. AD#211

TOG-A PARTY

Atog seeks Atog. Let's be honest: Who the hell can tell what sex we are just by looking? I promise I won't eat you: unless that's what you want. Sexy Atogs and Auratogs only. No Necrotogs or Foratogs. AD# 212

HUNGRY HUNGRY HIPPO

Single Blue-Green-White Male-Like Hippo-Thing with potential for flying and trampling seeks Wyluli Wolf for extended relationship and the production of junior hippo tokens. Must not object to bow ties, sweater vests or geeky friends who play CCGs. AD# 444

THE GAY BLADE

Legendary Single Male seeks legendary female landowner. The more lands you own, the bigger I get. Yeah baby! Also enjoy needle-point and big-ass colorful swords. AD# 6**

LONE RANGER

Single Green Elven Male seeks squirrels. Just squirrels. AD#511

MAKE LIKE A TREE

Single Green Elf of noble birth seeks noble born mate. Wine making/vineyard experience desired. Prospective respondents should be big mana spenders and enjoy forest walks. No single mothers. AD# 222

FOOD FOR THOUGHT

Large Pumpable Flying Single Red Male seeks anyone who doesn't mind being devoured on the first date. Likes weenie roasts and clubbing at hot spots. AD# 655

KRAKE ME UP

Single Blue Male who rarely gets out of the library seeks female able to withstand huge power and Ice Age-like temperatures. Must not mind being groped on first date by numerous tentacles. AD#111111

HORNY WARRIOR

Recently unemployed Very Common Bovine "mas-cot," seeks cow, human or hybrid vegetarian for extended relationship. Should not always be harping about "going out and getting himself enchanted." Must tolerate cross-dressing. AD#323

CRAZY 4 U

Single Red Goblin. Big ears! Fanatical. Prone to violent outbursts. Explodes sometimes. AD#111

FLOAT MY BOAT

Self-employed Divorced Black Male. Seeks "mate" who longs for the sailing life aboard the *Predator*. Absolute loyalty required. Must be willing to face dangerous tempests and die on command. Women with scurvy and relatives of Gerrard need not write. AD#675

QUEEN SEEKS KING

Single Widowed Sliver seeking male sliver. Must like children—a lot! Prospective mates should be able to give kids extra abilities and enjoy "Jeopardy!" AD#577

NOT DEAD

Single Green Legend. Real pussy cat, currently residing in Rath. "Looking for someone to pick me up." AD#323B

B MINE

Single Blue Male seeks Woman O' War. Must not return to hand when she sees me. Like fishing and sea food. AD#322

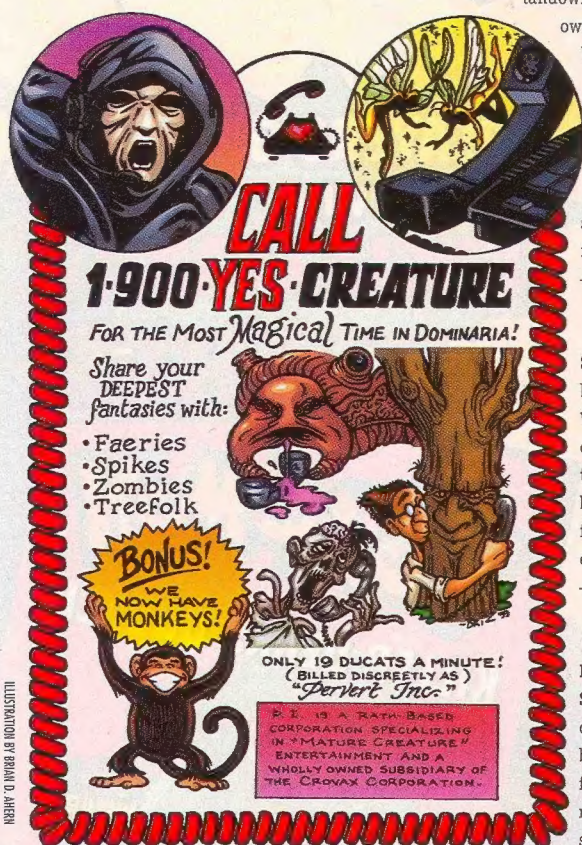
LIFESAVER

Single Red Male, Egyptian, seeks female for growing harem. Enjoys building cities in bottles, American films ("Stayin' Alive") and wearing beach towels on head. AD#401

BIFF ME!

Single Green Efreot looking for faeries and other flyers to hang with. Let's go to the forest and pop each other. AD#433

The IQ Gamer staff is proud to say they all have girlfriends. Of course they're lying, but they lie proudly.



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